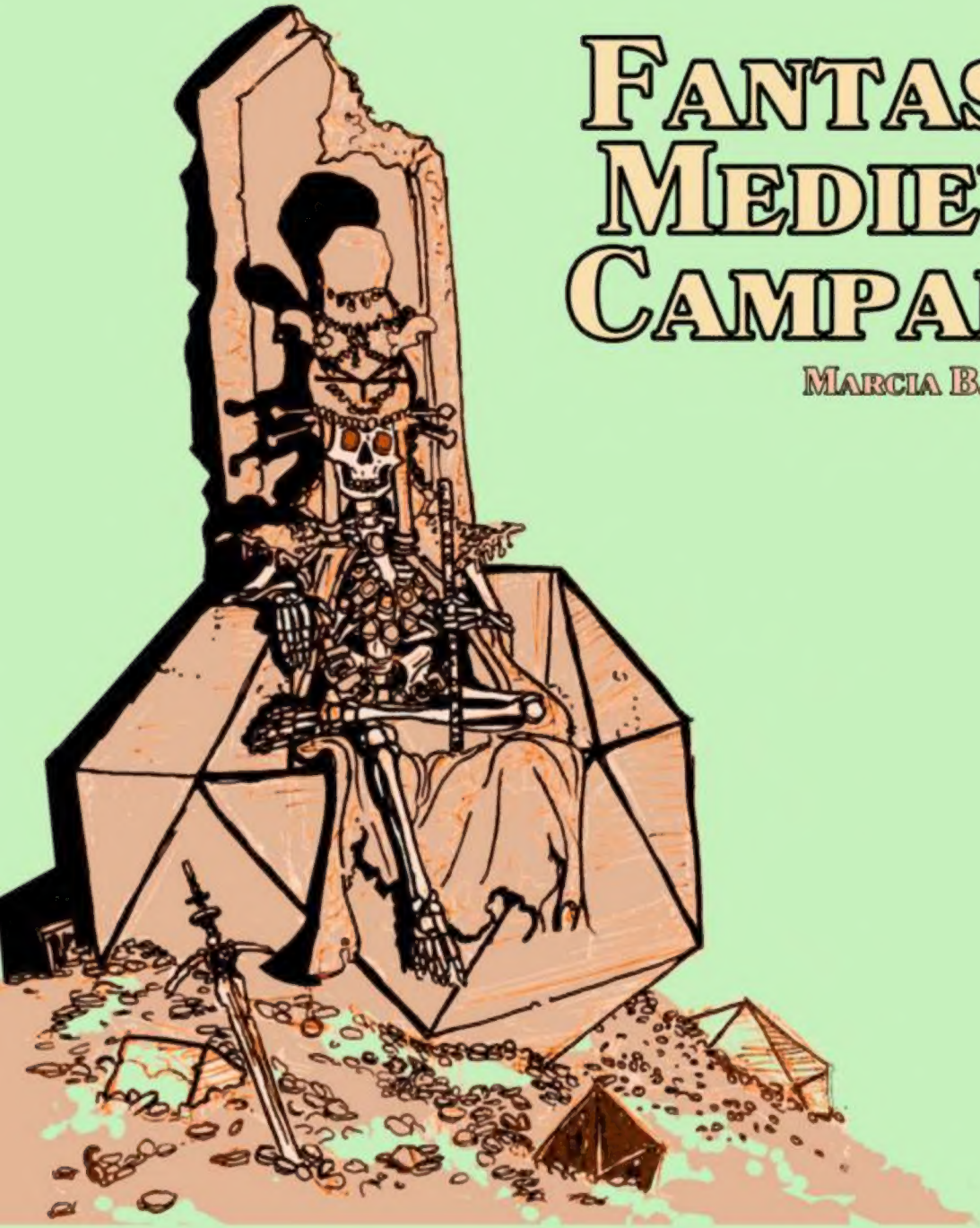


FANTASTIC MEDIEVAL CAMPAIGNS

MARCIA B.



FANTASTIC MEDIEVAL CAMPAIGNS, VERSION GAMMA

Copyright © 2023 Marcia B. All rights reserved. The publication and its textual content is licensed under CC BY-NC-SA 4.0.

Thank you as well to Alex Chalk, Alison Candiloro, Ava Islam, Bee, Ben Laurence, BlindAudelay, Brendan S., Comrade Pollux, CountingWizard, Daniel Collins, Derek B., DymeNovelti, Emmy Verte, Ènziramire, Idle Cartulary, Ian McDougall, John B., Joshua McCroo, Kordell Stewart, LtPinback, Luke Gearing, Magnolienne, Milton, Miranda Elkins, Peter C., qpop, Ramanan Sivaranjan, Ruby Lavin, SageDaMage, Sandro A.D., SebastianDM, Ty Pitre, Vodka Gobalsky, Walton Wood, Warren D., Wayspell, W.F. Smith, Yochai Gal, Zedeck Siew, and Zenopus Archives.

Introduction.....	2
Preparation	3
Types of Characters.....	4
Non-Human Types.....	6
Character Alignment.....	8
Languages	9
Determination of Abilities.....	10
Non-Player-Characters	12
Recruiting Monsters.....	13
Loyalty & Morale.....	14
Inheritance	15
Equipment & Costs.....	16
Weight & Encumbrance	18
Statistics Regarding Classes.....	20
Classic Combat System.....	24
Saving Throws.....	26
Mage Spells Table	28
Mage Spell Descriptions	30
Cleric Spells Table	46
Cleric Spell Descriptions	48
Magical Manufacture	54
Magical Research.....	55

CHAPTER ONE

MORTALS & MAGIC

INTRODUCTION

FANTASTIC MEDIEVAL CAMPAIGNS is a new version of the ruleset for fantasy wargaming campaigns, first published in 1974. As such, this compiler does not feel compelled to tell you that this book is at all complete, since it is theoretically and practically not so. The variety of readings of the original text emerge from a variety of perspectives—from historical wargamers to science-fantasy enthusiasts to casual players—and the tension between these conflicting interpretations of the text gave rise to the role-playing game hobby as it exists today.

This book contains suggestions and guidelines for how to design and run your own fantasy campaign. In keeping with the spirit of the originals, you may use, ignore, or modify as many of the rules given here as you desire, whether due to your own personal preference, to meet the needs of players as the campaign develops and progresses, or mere whim. Feel free to make such changes in the margins of this book itself. It's your book. It's not limited edition or anything.

Chapter I explains possible characters one might play, and spells cast by characters who are magically inclined. *Chapter II* details monsters and creatures, and the sorts of treasure they guard, that might be encountered by those characters. *Chapter III* describes the base procedures of the campaign and how to prepare such a campaign for play. Having read all three chapters, you will have learned a flexible framework to design and play a fantasy campaign wherein characters rise in stature from rags to riches, or else meet a grisly end trying.

PREPARATION

The recommended age for players is 12 years and older. You will require the following materials:

- ◆ **FANTASTIC MEDIEVAL CAMPAIGNS!**
- ◆ One pair of 4-sided dice.
- ◆ One pair of 8-sided dice.
- ◆ Four to twenty pairs of 6-sided dice.
- ◆ One pair of 12-sided dice.
- ◆ One pair of 20-sided dice.
- ◆ *Chain of Command* for miniature rules.
- ◆ One three-ring notebook per participant.
- ◆ Graph paper (six lines per inch is best).
- ◆ Sheet protectors.
- ◆ Three-ringed lined paper.
- ◆ Drafting equipment and colored pencils.
- ◆ Scratch paper and pencils.
- ◆ Imagination.
- ◆ Four to fifty players.
- ◆ One patient referee.

The referee prepares the campaign for the other players. First, they must draw at least half a dozen levels of the Underworld, populate them with horrible monsters, and then distribute treasure for the adventurers to recover. This process is described in greater detail in *Chapter III*.

Each player must decide what role they are playing in the campaign, e.g. whether they are human or not (pp. 6-7), and whether they are a fighter, a mage, or a cleric (pp. 4-5). Then their characters will advance as they gain “experience” if they survive (pp. 20-3).

Descriptions of possible character roles are given on the pages following.

TYPES OF CHARACTERS

You may decide to change type later, but only if you have an unmodified ability score of 16+ in the prime requisite area of the class (p. 10). Elves are not restricted in this way!

Fighters include the characters of elves, dwarves, halflings, and of course humanfolk. They can use all magical weaponry and have more hit dice than do other characters. However, they can use few types of magical items besides weaponry, and no spells.

Fighters that attain the level of Lord may conquer land, build castles, and levy taxes. The base income for a barony is a tax of 10 gold pieces per inhabitant per game year. Lords may invest in their property in order to improve tax revenue (p. 147).

Mages are restricted to humanfolk and elves. Those that attain the level of Wizard are perhaps the most powerful characters, but being initially weak they require protection from fighters. They may use all sorts of magical items except for magical weapons and armor (unless the mage is an elf). Moreover, they may only wield daggers in combat.

Wizards may manufacture such items as potions, scrolls, and any other magical items for use or for exchange. The item's value depends on the cost of manufacture and the quantity of game time required to enchant it (p. 54).

Mages can research new spells at any level of experience. However, the likelihood of their success depends upon the level of magic being researched, as does the cost of research (p. 55). Otherwise, they must seek out spell scrolls.

Clerics are restricted to humanfolk only. They gain some advantages from fighters and mages insofar as they may put on magic armor and wield all non-edged magic weapons (no arrows!), as well as their own selection of spells. Moreover, they can use a greater variety of magical items than can fighters.

Clerics that attain the level of Lama must dedicate their souls to Law or Chaos. If they switch sides past the level of Patriarch, they lose all benefits associated with their class.

Clerics that attain the level of Patriarch may build their own stronghold at half the usual cost of construction. Pilgrims will journey to such a castle and, being zealous, will serve the Patriarch freely. Their numbers will be from 10-60 heavy cavalry, 10-60 mounted crossbowmen, and 30-80 heavy infantry.

The cleric will then have control of a territory similar to that of fighters, and they will reap both tax and tithe each year equal to 20 gold pieces per inhabitant.

NON-HUMAN TYPES

Dwarves can only be fighting characters, and cannot progress beyond the sixth level. They have a high degree of magic resistance, such that their player adds 4 levels when rolling saving throws; for example, a sixth-level dwarf saves as a tenth-level human. They are keenly aware of slanting passages, dangerous traps, shifting walls, and recent construction in the Underworld. Finally, they are able to speak the tongues of gnomes, kobolds, and goblins alongside common speech.

Elves can begin as either fighters or mages and freely switch class in between sessions, but not in the middle of an adventure. They may use both magic spells and weapons, and use magic armor while acting as mages. However, they may not progress beyond fourth-level fighter nor eighth-level mage. They easily detect hidden or secret doors. Finally, they are able to speak the languages of orcs, hobgoblins, and gnolls in addition to their own (Elvish) and common speech. Refer to p. 198 to learn more.

Halflings are limited to the fighter class, and cannot progress beyond the fourth level. However they have magic resistance as dwarves do (adding 4 levels for saving throws), and incredible missile accuracy. Refer to p. 199 to learn more.



There is no reason that you cannot be allowed to play as any type of character, so long as you begin relatively weak and work your way up to the top. For example, if you wanted to play as a dragon, you would have to begin as a young one and advance like other characters. Align with your referee on your character's own path of development.

THIS PAGE INTENTIONALLY LEFT BLANK.

CHARACTER ALIGNMENT

Prior to the game, you must determine your figure's cosmic stance, limited as below.

<u>1-12</u>	<u>Lawful</u>	<u>1-20</u>	<u>Neutral</u>	<u>1-20</u>	<u>Chaotic</u>
1	Humanfolk	1	Humanfolk	1	Humanfolk
2	Werewolf	2	Werewolf	2	Werewolf
3	Centaurs	3	Centaurs	3	Batrols
4	Dwarves/Gnomes	4	Dwarves/Gnomes	4	Goblins
5	Elves	5	Elves	5	Kobolds
6	Halflings	6	Rocs	6	Hobgoblins
7	Rocs	7	Chimerae	7	Gnolls Trolls
8	Treants	8	Dragons	8	Undead
9	Unicorns	9	Giants	9	Chimerae
10	Pegasi	10	Minotaurs	10	Dragons
11	Hippogriffs	11	Ogres	11	Giants
<u>12</u>	<u>Good Patriarch</u>	12	Orcs	12	Minotaurs
		13	Nixies/Pixies	13	Ogres
		14	Dryads	14	Orcs
		15	Griffons	15	Medusae
		16	Wyverns	16	Manticores
		17	Hydrae	17	Gargoyles
		18	Purple Worms	18	Gorgons Evil
		19	Sea Monsters	19	Patriarch
		<u>20</u>	<u>Animals</u>	<u>20</u>	

LANGUAGES

Each type of creature has its own language, though 20% of non-humans also know the common human tongue. Each alignment also has its own particular divisional tongue, known only by members of that stance but recognized as such by all creatures of any alignment. That is to say that a chaotic creature who hears another creature speak the language of lawful beings will recognize it and immediately become hostile and attack. As discussed on the next page, characters determined to be highly intelligent will speak additional languages of other creatures.

DETERMINATION OF ABILITIES

The referee will roll 3 dice to rate your character's six categories of ability and help you select one of the aforementioned roles. Note your scores, roll 3 dice for how many tens of gold pieces you start with (from 30-180), and then pick a character class.

Strength is the prime requisite for fighting types. Clerics use strength on a 3-for-1 basis in their prime requisite, but only for the purposes of gaining experience. Strength will also help characters in opening traps and so on.

Intelligence is the prime requisite for mages. Both fighters and clerics use intelligence in their respective prime requisites on a 2-for-1 basis. A character with an intelligence above 10 may learn an additional language for every point above 10.

Wisdom is the prime requisite for clerics. It may be used on a 3-for-1 basis by fighters, and a 2-for-1 basis by mages, for their respective prime requisites.

Prime Requisite (3-18)	Effects on Progression
6 or less	-20% from earned experience.
7-8	-10% from earned experience.
9-12	No effect; average ability.
13-14	+5% to earned experience.
15 or more	+10% to earned experience.

Above are the effects of prime requisite scores on a character's rate of advancement. Only points above 9 may increase the prime requisite score in the ratios noted.

Constitution represents your character's health and endurance. It will influence such things as the number of hits they can take and how well they can withstand severe effects such as paralyzation, petrification, etc.

Constitution (3-18)	Effects on Survivability
6 or less	Subtract 1 pip from each hit die.
7-8	40-50% chance of survival.
9-12	60-90% chance of survival.
13-14	Will withstand adversity.
15 or more	Add 1 pip to each hit die.

Dexterity indicates your character's missile ability and also their agility with actions such as striking first, casting a spell, etc. A score of 13 or more lets you add 1 pip when firing a missile, whereas a score of 8 or less means you must subtract 1 pip.

Charisma is a combination of personality, appearance, et cetera. Its primary use is to determine how many unusual hirelings your character can employ. This does not limit how many mercenaries you can hire, but your score will affect even their own loyalty. You will probably seek to hire fighters, mages, or clerics to strengthen your own role in the campaign.

In addition, charisma can be used to decide (e.g.) whether or not a witch will turn you into a frog or enchant you into her lover. It will also help you to attract employees or various monsters to your character's service.

NON-PLAYER-CHARACTERS

Players may employ one or more non-player-characters of the lowest experience level. These may be nothing more than mercenaries hired to participate in and share the profits from some adventure. However, it is likely that the players will want to acquire a regular entourage of various character classes, monsters, and an army of some form.

Charisma (3-18)	Effects on Followers
3-4	Up to 1 hireling; -2 loyalty.
5-6	Up to 2 hirelings; -1 loyalty.
7-9	Up to 3 hirelings.
10-12	Up to 4 hirelings.
13-15	Up to 5 hirelings; +1 loyalty.
16-17	Up to 6 hirelings; +2 loyalty.
18	Up to 12 hirelings; +4 loyalty.

You may advertise by posting notices at inns and taverns, frequenting public places to seek out the desired employee, or sending messengers to wherever the desired type might be found (e.g. Elfland or Dwarfland). The referee determines how much time and money your efforts cost. Once some response has been obtained, you must make an offer to tempt your prospective hireling into employment.

A minimum of 100 gold pieces would be required to entice a human being into service. Dwarves are more interested in even more gold, mages and elves desire magical items, and clerics desire to serve their patron deity in some way.

RECRUITING MONSTERS

You can employ a monster if they are of the same alignment as you, or if they have been charmed and can thereby be ordered to serve you. The term “monster” includes anyone that inhabits a dungeon, including even certain humanfolk, so this is one way for you to enlist higher-level characters into your own character’s service.

You must offer the monster a reward to entice them into accepting employment by you (i.e. not just sparing their life). The monster will react randomly to your offer, as the referee rolls 2 dice and adjusts for charisma and any other circumstances.

2-12	Reaction to Recruitment
2	Attempts to attack; no more attempts.
3-5	Hostile reaction; no more attempts.
6-8	Uncertain.
9-11	Accepts offer.
12	Enthusiastic; +3 loyalty.

LOYALTY & MORALE

Morale dice can cause a non-player-character to surrender or become subdued. When this happens, you can offer to hire them as described if it is possible to communicate. Subdued monsters will obey for a time without having to check their reactions, and certain monsters can be sold on the market (p. 67).

Loyalty Score	Effects on Morale
3 or less	Will desert at first opportunity.
4-6	-2 on morale dice.
7-8	-1 on morale dice.
9-12	Average morale dice.
13-14	+1 on morale dice.
15-18	+2 on morale dice.
19 or more	Need never check morale.

Hirelings serve loyally if they are paid on time, are treated fairly, and receive bonuses for endangerment. One's loyalty is determined by rolling 3 dice plus any modifiers, and players cannot know this score without reading thoughts. Loyalty should be rechecked periodically. Length of service, rewards, and so on will bring additional pluses, whereas poor treatment will bring minuses.

Non-player-characters and soldiers check morale when a dangerous or unnerving situation arises. A failed check means that the character will not perform as expected. You may use the reaction table on p. 13 or see *Chain of Command* (p. 182).

INHERITANCE

The referee may allow you to designate one relative of your character to inherit their property if for any reason they unexpectedly go missing for, say, one game-month. The relative would then inherit the character's estate, paying 10% tax on all property value. The relative must start at the lowest level of their chosen class, but they will have the advantage of having received an inheritance.

If the original character returns, they take possession of their estate once more (at the referee's discretion as to the relative's willingness to give it up) but must pay another 10% tax to regain their property. The relative may also live on as a non-player-character in the service of the original player-character. Their loyalty would be set at a penalty of 0 to -6, and they may intrigue to regain control from the original character.

Characters without a relative will lose all their possessions should they disappear and not return before whatever amount of time is decided upon as establishing death.

EQUIPMENT & COSTS

Costs below are listed in gold pieces. Characters can also sell to one another.

Melee Arms	Cost	Ranged Arms	Cost	Armor	Cost
Battle Axe	7	Short Bow	25	Leather Armor	15
Dagger	3	Long Bow	40	Chainmail Armor	30
Flail	8	Composite Bow	50	Plate Mail Armor	50
Halberd	7	Light Crossbow	15	Helmet	10
Hand Axe	3	Heavy Crossbow	25	Shield	10
Lance	4	Quiver (20 Arrows)	10	Barding	150
Longsword	15	Case (30 Quarrels)	30		
Mace	5	Arrows (20)	5		
Morning Star	6	Quarrels (30)	5		
Pike	5	Silver-Tipped Arrow	5		
Pole Arm	7				
Spear	1				
Sword	10				

EQUIPMENT & COSTS

17

Gear	Cost	Gear, cont.	Cost	Vehicles &c.	Cost
Belladonna	10	Pole (10')	1	Mule	20
Crucifix	–	Rations (1 Week)	–	Draft Horse	30
<i>Wooden</i>	5	<i>Standard</i>	5	Light Horse	40
<i>Silver</i>	15	<i>Iron</i>	15	Medium Horse	100
Garlic	5	Rope (50')	1	Heavy Horse	200
Holy Water (1 Vial)	25	Sack	–	Saddle	25
Iron Spikes (12)	1	<i>Small</i>	1	Saddle Bags	10
Lantern	10	<i>Large</i>	2	Wagon	200
Oil Flask	2	<i>Backpack</i>	5		
Mirror	–	Torches (6)	1	Vessels	Cost
<i>Steel</i>	5	Waterskin	1	Raft	40
<i>Silver</i>	15	Wine (1 Quart)	1	Small Boat	100
Mallet & Stakes (3)	3	Wolfsbane	10	Merchant Ship	–
				<i>Small</i>	5,000
				<i>Large</i>	20,000
				Sm. Galley	–
				<i>Small</i>	10,000
				<i>Large</i>	30,000

WEIGHT & ENCUMBRANCE

The load you can carry, measured in coins or gems (each $\frac{1}{10}$ lb.), determines your rate of movement on the tabletop. The weights of various items are also given.

Max. Load	Movement Rate	Description
750 coins	12"	Light Foot
1,000 coins	9"	Heavy Foot
1,500 coins	6"	Armored Foot
3,000 coins	3"	Encumbered

Container	Capacity	Item	Weight	Item	Weight
Small Sack	50	Leather Armor	250	Battle Axe	100
Large Sack	300	Chainmail Armor	500	Sword	50
Backpack	300	Plate Mail Armor	750	Mace	50
		Saddle	250	Bow & Arrows	50
		Horse Armor	750	Dagger	20
		Helmet	50	Scroll	20
		Shield	150	Piece of Jewelry	20
		Polearm	150	Potion/Wineskin	30
		Pike	150	Flagon/Chalice	50
		Longsword	150	Wand with Case	100
		Morning Star	100	Staff with Case	300
		Flail	100	<i>Misc. Equipment</i>	80

THIS PAGE INTENTIONALLY LEFT BLANK.

STATISTICS REGARDING CLASSES

EXPERIENCE POINTS & LEVELS

When you defeat monsters in combat, or when you acquire various kinds of treasure (money, gems, jewelry, magic items, etc.), you earn “experience” and gradually advance your character in their respective class. Gains in experience points are relative with respect to character level and game difficulty. For example, an eighth level character who has collected 2,000 gold pieces and defeated a gargoyle on the fifth dungeon level will only receive $(2,000 + 400) \times \frac{5}{8} = 1,500$ XP. However, experience points are never awarded above a 1-for-1 basis. It is also recommended that no more experience points be awarded for any one session than is necessary to advance one level.

There is no limit to how high your character may advance. Distinct names have been included for base levels, but this does not influence progression per se.

HIT DICE

The first value, appended with a 'd', shows the number of dice rolled to determine how many hits a character can take. Plusses are the number of pips to add to the total of all dice rolled, not to each die. Thus a Lord gets 9 dice plus 3 pips, not 9 dice plus 27 pips.

FIGHTING CAPABILITY

This is a key to use with the medieval wargaming system given in *Chain of Command*. Classes are represented as one or more figures on a battlefield, depending on the scale. Hence one figure is a measure of fighting capability with respect to the capabilities of one regular troop, though the type of troop depends on the weapons and armor of the character themselves. Special figures like heroes and wizards have unique capabilities.

Fighter Level	Experience	Hit Dice	Fighting Capability	Spells					
				1	2	3	4	5	6
1. Veteran	0	1d + 1	1 figure + 1	—	—	—	—	—	—
2. Warrior	2,000	2d	2 figures + 1	—	—	—	—	—	—
3. Swordsman	4,000	3d	hero – 1 or 3 figures	—	—	—	—	—	—
4. Hero	8,000	4d	hero	—	—	—	—	—	—
5. Swashbuckler	16,000	5d + 1	hero + 1 or 5 figures	—	—	—	—	—	—
6. Myrmidon	32,000	6d	hero + 2 or 6 figures	—	—	—	—	—	—
7. Champion	64,000	7d + 1	superhero – 1	—	—	—	—	—	—
8. Superhero	120,000	8d + 1	superhero	—	—	—	—	—	—
9. Lord	240,000	9d + 3	superhero + 1	—	—	—	—	—	—
10. Lord (10 th)	360,000	10d + 1	superhero + 1	—	—	—	—	—	—
11. Lord (11 th)	480,000	10d + 3	superhero + 1	—	—	—	—	—	—
12. Lord (12 th)	600,000	11d + 1	superhero + 2	—	—	—	—	—	—
13. Lord (13 th)	720,000	11d + 3	superhero + 2	—	—	—	—	—	—

SPELLS & SPELL LEVELS

The number above each column is the spell level, which indicates a spell's complexity. The number in each column indicates the number of spells of a given level that can be used (i.e. can be remembered throughout any single session). An individual spell can only be used once daily. The spells that can be learned by mages and clerics are described later in this chapter. As indicated above, fighters cannot learn any spells.

Mage Level	Experience	Hit Dice	Fighting Capability	Spells					
				1	2	3	4	5	6
1. Medium	0	1d	1 figure	1	—	—	—	—	—
2. Seer	2,500	1d + 1	1 figure + 1	2	—	—	—	—	—
3. Conjuror	5,000	2d	2 figures	3	1	—	—	—	—
4. Theurgist	10,000	2d + 1	2 figures + 1	4	2	—	—	—	—
5. Thaumaturgist	20,000	3d	3 figures	4	2	1	—	—	—
6. Magician	35,000	3d + 1	3 figures + 1	4	2	2	—	—	—
7. Enchanter	50,000	4d	hero – 1	4	3	2	1	—	—
8. Warlock	75,000	5d	hero	4	3	3	2	—	—
9. Sorcerer	100,000	6d + 1	hero + 1	4	3	3	2	1	—
10. Necromancer	200,000	7d	wizard	4	4	4	3	2	—
11. Wizard	300,000	8d + 1	wizard	4	4	4	3	3	—
12. Wizard (12 th)	400,000	8d + 2	wizard	4	4	4	4	4	1
13. Wizard (13 th)	500,000	8d + 3	wizard	5	5	5	4	4	2
14. Wizard (14 th)	600,000	8d + 4	wizard + 1	5	5	5	4	4	3
15. Wizard (15 th)	700,000	9d + 1	wizard + 1	5	5	5	4	4	4
16. Wizard (16 th)	800,000	9d + 2	wizard + 2	5	5	5	5	5	5
17. Wizard (17 th)	900,000	9d + 3	wizard + 2	6	6	6	5	5	5
18. Wizard (18 th)	1,000,000	10d + 1	wizard + 2	6	6	6	6	6	6

Cleric Level	Experience	Hit Dice	Fighting Capability	Spells					
				1	2	3	4	5	6
1. Acolyte	0	1d	1 figure	—	—	—	—	—	—
2. Adept	1,500	2d	1 figure + 1	1	—	—	—	—	—
3. Priest	3,000	3d	2 figures	2	—	—	—	—	—
4. Vicar	6,000	4d	3 figures	2	1	—	—	—	—
5. Curate	12,000	4d + 1	3 figures + 1	2	2	—	—	—	—
6. Bishop	25,000	5d	hero	2	2	1	1	—	—
7. Lama	50,000	6d	hero	2	2	2	1	1	—
8. Patriarch	100,000	7d	hero + 1	2	2	2	2	2	—
9. Patriarch (9 th)	150,000	7d + 1	superhero	3	3	3	2	2	—
10. Patriarch (10 th)	200,000	7d + 2	superhero	3	3	3	3	3	—
11. Patriarch (11 th)	250,000	7d + 3	superhero	4	4	4	3	3	—
12. Patriarch (12 th)	300,000	8d + 1	superhero	4	4	4	4	4	—
13. Patriarch (13 th)	350,000	8d + 2	superhero	5	5	5	4	4	—

Chaotic clerics have an “Evil” prefix, except for Evil Priests which are called Shamans.

CLASSIC COMBAT SYSTEM

The default combat system is in *Chain of Command*, except where a figure would be killed by those rules, they will instead take a hit. The system below is an alternative. Another, more “modern” alternative can be found on pp. 228-9, which uses the column labeled with the plus sign in order to modify rolls made against first level target scores.

All successful hits do 1-6 points of damage unless noted otherwise. Fighters improve their fighting ability every 3 levels, clerics every 4 levels, and mages every 5 levels. Refer to the tables on the opposite page to determine what score must be met or exceeded on a 20-sided die to land a hit, based on the target’s armor class.

Armor class is decreased by 1 pip for missiles shot at medium range or by 2 pips for missiles shot at short range.

Character Classes by Level

Fighter	Mage	Cleric	Score to Hit Armor Class (AC)								
			9	8	7	6	5	4	3	2	+
1-3	1-5	1-4	10	11	12	13	14	15	16	17	0
4-6	6-10	5-8	8	9	10	11	12	13	14	15	2
7-9	11-15	9-12	5	6	7	8	9	10	11	12	5
10-12	16-20	13-16	3	4	5	6	7	8	9	10	7
13-15	21-25	17-20	1	2	3	4	5	6	7	8	9
16+	26+	21+	1	1	1	1	2	3	4	5	12

Monsters by Hit Dice (HD)	Score to Hit Armor Class (AC)								
	9	8	7	6	5	4	3	2	+
Up to 1d	10	11	12	13	14	15	16	17	0
1d + 1	9	10	11	12	13	14	15	16	1
2d to 3d	8	9	10	11	12	13	14	15	2
3d to 4d	6	7	8	9	10	11	12	13	4
4d to 6d	5	6	7	8	9	10	11	12	5
6d to 8d	4	5	6	7	8	9	10	11	6
9d to 10d	2	3	4	5	6	7	8	9	8
11d or more	0	1	2	3	4	5	6	7	10

Armor Classes:

9. Unarmored

8. Unarmored with shield

7. Leather armor

6. Leather with shield

5. Chainmail armor

4. Chainmail with shield

3. Plate mail

2. Plate mail with shield

SAVING THROWS

Rolling greater than or equal to the score indicated means that there is either no effect (e.g. of death ray, wand magic, petrification, or spell) or one-half effect (e.g. fire balls, lightning, wands of cold).

SAVING THROWS

27

Fighter Level	Death Ray or Poison	All Wands	Become Stone	Dragon Breath	Staffs & Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8

Mage Level	Death Ray or Poison	All Wands	Become Stone	Dragon Breath	Staffs & Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3

Cleric Level	Death Ray or Poison	All Wands	Become Stone	Dragon Breath	Staffs & Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13+	3	5	7	8	7

MAGE SPELLS TABLE

There are six levels of spells available to magical-class characters.

Spell Level 1	p. 30	Spell Level 2	p. 32	Spell Level 3	p. 34
1. Detect Magic		1. Detect Invisible		1. Fly	
2. Hold Portal		2. Levitate		2. Hold Person	
3. Read Magic		3. Phantasmal Forces		3. Dispel Magic	
4. Read Languages		4. Locate Object		4. Clairvoyance	
5. Protection/Evil		5. Invisibility		5. Clairaudience	
6. Light		6. Wizard Lock		6. Fire Ball	
7. Charm Person		7. Detect Evil		7. Lightning Bolt	
8. Sleep		8. Detect Thoughts		8. Protection/Evil 10'	
		9. Continual Light		9. Invisibility 10'	
		10. Knock		10. Infravision	
				11. Slow Spell	
				12. Haste Spell	
				13. Protection/Missiles	
				14. Water Breathing	

Spell Level 4	p. 36	Spell Level 5	p. 40	Spell Level 6	p. 44
1. Polymorph Self		1. Teleport		1. Stone to Flesh	
2. Polymorph Others		2. Hold Monster		2. Reincarnation	
3. Remove Curse		3. Conjure Elemental		3. Invisible Stalker	
4. Fire Wall		4. Telekinesis		4. Lower Water	
5. Ice Wall		5. Transmute Earth		5. Part Water	
6. Confusion		6. Stone Wall		6. Project Image	
7. Charm Monster		7. Iron Wall		7. Anti-Magic Field	
8. Growth of Plants		8. Animate Dead		8. Death Spell	
9. Dimension Door		9. Magic Jar		9. Geas	
10. Wizard Eye		10. Contact Higher Plane		10. Disintegrate	
11. Massmorph		11. Passwall		11. Move Earth	
12. Hallucinatory Terrain		12. Cloud of Death		12. Control Weather	
		13. Feeblemind			
		14. Growth of Animals			

MAGE SPELL DESCRIPTIONS, 1ST LEVEL

CHARM PERSON

Range 12"

Applies to all bipedal creatures as large as or smaller than the average human being, excluding undead (are creatures not living?). If successful, the charmed entity comes under the complete influence of the magic-user until the charm is dispelled.

DETECT MAGIC

Turns ?, Range ?

Detects any enchantment laid on a person, place or thing. It has limited range and duration, but I won't tell you either of those things.

HOLD PORTAL

Turns 2-12

Holds a door, gate, et cetera. Casting *Dispel Magic* will immediately negate the spell's effect, and a strong anti-magical creature will shatter it.

LIGHT

Turns 6 + Level, Range 12"

Casts light in a circle 3" in diameter, but not equal to full daylight.

PROTECTION FROM EVIL

Turns 6

Conjures a magic circle to keep out attacks from enchanted monsters, and adds 1 pip to saving throws and subtracts 1 pip from opponents' hit dice.

READ MAGIC

Uses 1-2

Enables the user to interpret a magical scroll or item.

READ LANGUAGES**Uses 1-2**

This is used like the *Read Magic* spell, except for regular languages.

SLEEP**Range 24"**

Affects 2-16 creatures of first level (hit dice up to $1d + 1$), 2-12 second level creatures (hit dice up to $2d + 1$), 1-6 of third level, and just 1 of fourth level (hit dice up to $4d + 1$). If you roll less than the number of those that could be affected, determine which go to sleep by random selection.

MAGE SPELL DESCRIPTIONS, 2ND LEVEL

CONTINUAL LIGHT**Range 12"**

Creates a light wherever the user desires. The source is a 24"-wide circle of light, but it does not equal full daylight. Lasts until dispelled.

DETECT EVIL**Turns 2, Range 6"**

Detects evil thought or intent in any creature or enchanted object.

DETECT INVISIBLE**Turns 6, Range 1" × Level**

Locates objects or creatures made invisible by an *Invisibility* spell.

DETECT THOUGHTS**Turns 1, Range 6"**

Detect thoughts of anything that lurks behind closed doors or in the darkness. Can penetrate 2 feet of solid rock, but cannot penetrate even a thin coating of lead.

INVISIBILITY**Range 24"**

Lasts until broken by the user or by some outside force. Can be cast on oneself or on another surface.

KNOCK**Range 6"**

Opens secret doors, held portals, magically-locked doors, barred or otherwise secured gates. See *Hold Portal* (p. 30) and *Wizard Lock* (p. 33).

LEVITATE**Turns 6 + Level**

Lifts the caster into the air, up to 2" per mage level with upwards speed of 6" per turn.

LOCATE OBJECT**Range** 6" + Level

For this spell to be effective, the caster must have some idea of what is to be located.

This spell gives the direction of the item if it is within range, but not the distance.

PHANTASMAL FORCES**Range** 24"

Creates vivid illusions as long as the caster concentrates on the spell, or until the illusion is touched by a living creature. Damage caused by the illusion will be real if the illusion is believed real.

WIZARD LOCK**Turns** 6

This spell lasts indefinitely. It can be opened by *Knock* without the spell being broken.

It can be passed through by a mage 3 levels above the caster.

MAGE SPELL DESCRIPTIONS, 3RD LEVEL

CLAIRAUDIENCE

Turns 1, Range 6"

Similar to *Detect Thoughts*, except the user hears anything detected rather than just detect them thinking. Can be cast through a crystal ball.

CLAIRVOYANCE

Turns 1, Range 6"

Similar to *Detect Thoughts*, except the user visualizes anything detected rather than just detect them thinking.

DISPEL MAGIC

Turns 1, Range 12"

Percent chance of success is equal to the ratio of the dispeller's magical ability level versus that of the original caster.

FIRE BALL

Shoots out from the caster's finger and explodes with a radius of 2". The shape of the ball will conform to the shape of the space, and the damage dealt will be in proportion to the user's magic level (e.g. a sixth-level mage rolls six dice of damage).

FLY

Turns 1-6 + Level

User can fly up to a speed of 12" per turn. Duration is determined in secret.

HOLD PERSON

Turns 6 + Level, Range 12"

More powerful than *Charm Person*, affecting 1-4 persons. If cast at an individual target, it reduces that target's saving throw against magic by 2 pips.

HASTE SPELL**Turns 3, Range 24"**

Affects up to 24 creatures in an area of 6×12 ". This would counter *Slow Spell*.

INVISIBILITY 10'**Range 40-60 Feet**

Extends to a radius of 10 feet around the magic-user.

INFRAVISION**Range 40-60 Feet**

Allows the recipient to see infrared waves for a whole day, allowing them to see while in total darkness.

LIGHTNING BOLT

Creates a bolt of lightning 6" long and up to $\frac{3}{4}$ " wide. If the space is not long enough to support the full length of the bolt, the missile will double back and possibly even hit its creator, though it will not do so for more than 24". Otherwise as *Fire Ball*.

PROTECTION FROM EVIL 10'**Turns 12**

Extends to a radius of 10 feet around the magic-user, with an increased duration.

PROTECTION FROM MISSILES**Turns 12, Range 3"**

Recipient becomes impervious to missiles projected by normal men and/or weapons.

SLOW SPELL**Turns 3, Range 24"**

Affects up to 24 creatures in an area of 6×12 ". This would counter *Haste Spell*.

WATER BREATHING**Turns 12, Range 3"**

Allows user to breathe underwater without harm.

MAGE SPELL DESCRIPTIONS, 4TH LEVEL

CHARM MONSTER

Applies to all creatures. If used against creatures with 3 or fewer hit dice, 3-18 of them can be affected by the spell. Otherwise identical to *Charm Person*.

CONFUSION

Immediately effective against creatures with 2 or less hit dice. Otherwise, the caster rolls a 12-sided dice below or equal to their mage level in order to avoid a 1-turn delay. Creatures with 4 or more hit dice can make a saving throw against magic to avoid being affected for each turn the spell lasts lest they become confused. The spell will affect 2-12 creatures plus one for each level above eighth of the magic-user. Roll 2 dice to determine how the creatures act while confused. On a 2-5, they attack the party. On a 6-8, they stand idly. On 9-12, they attack each other.

DIMENSION DOOR

A limited version of *Teleport* which allows an object to be teleported up to 36" in any direction, even up or down. The spell cannot be miscast, so the object always arrives exactly where it is expected to by the caster.

FIRE WALL

Range 6"

Creates an opaque wall of fire which lasts until the caster breaks their concentration. Prevents creatures with under 3 hit dice from passing through. Undead creatures will take 2 dice of damage, while others will take just 1 die when trying to pass. The wall can either be a plane of up to 6" width and 2" height, or a circle with 3" diameter and 2" height.

GROWTH OF PLANTS**Range 12"**

Causes normal brush or woods to become overgrown with creepers, vines, et cetera. Affects an area of up to 30 square inches, though the caster may opt for a smaller one. Lasts until dispelled.

HALLUCINATORY TERRAIN**Range 24"**

Large geographical features like a swamp or a hill can be hidden or illusioned. Lasts until the area is touched by an opponent.

ICE WALL**Range 12"**

Creates a wall of ice $\frac{1}{2}$ feet thick, with the same dimensions as *Fire Wall*. Negates effects of fire-based attacks and spells. May be broken through by figures with 4 hit dice or more, with 1 die of damage for non-fiery figures and 2 dice for fire-users.

MASS MORPH**Range 24"**

Can conceal up to 100 human-sized or smaller creatures as a forest, and even walking through the forest will not betray the illusion of the spell. Lasts until dispelled or until the caster ceases the spell themselves.

POLYMORPH OTHERS

Unlike *Polymorph Self*, this lasts until it is dispelled. The recipient also receives all characteristics of the new form, e.g. breathing fire if turned into a dragon, except for any mental abilities.

POLYMORPH SELF**Turns** 36 + Level

User takes the shape of anything so desired, although they will not acquire the combat abilities of the thing. For example, if a mage transformed themselves into a dragon, they could fly but not breathe fire.

REMOVE CURSE

Removes a curse. Casting this on a cursed sword would turn it into an ordinary sword. User must be adjacent to the object.

WIZARD EYE**Turns** 6

Caster can observe a scene up to 24" away by means of an invisible sensor, which itself can move 12" per turn.

THIS PAGE INTENTIONALLY LEFT BLANK.

MAGE SPELL DESCRIPTIONS, 5TH LEVEL

ANIMATE DEAD

Animates corpses into zombies, and skeletons into... skeletons. For how many such monsters are created, roll 1 die per magical level of the caster (this requires corpses). Lasts until the spell is dispelled or until the undead are redead.

CLOUD OF DEATH

Turns 6

Summons a poisonous cloud deadly to all creatures with 5 or less hit dice. The cloud moves with the wind at 6" per turn, or directly away from the caster if there is no wind. It has a diameter of 3". Lasts for the duration indicated or until the cloud is dispelled by strong wind or obstacles in its path. Since the cloud is heavier than air, it will also sink to the lowest level possible.

CONJURE ELEMENTAL

Conjure an elemental of one of four types: air, water, fire, or earth. Only one of each type may be summoned by a magic-user per day. Lasts until the elemental is dispelled or until the mage breaks concentration, in which case the monster will turn on their creator. A conjured elemental will have 16 hit dice.

CONTACT HIGHER PLANE

Allows the caster to seek counsel from beings that inhabit higher planes of existence, i.e. to ask the referee a question. The more powerful the being contacted, the greater chance that the being will know the information and will answer truthfully.

Plane	# of Questions	Chance Knowing	Veracity	Insanity
3 rd	3	25%	30%	00%
4 th	4	30%	40%	10%
5 th	5	35%	50%	20%
6 th	6	40%	60%	30%
7 th	7	50%	70%	40%
8 th	8	60%	75%	50%
9 th	9	70%	80%	60%
10 th	10	80%	85%	70%
11 th	11	90%	90%	80%
12 th	12	95%	100%	90%

If the caster goes insane, they will remain as such for a number of weeks equal to the level of the plane they had tried to contact, and they will remain totally incapacitated until that time has passed. For each level above the eleventh, the user should have a 5% better chance of retaining their sanity.

The spell is usable only once per game week, or at the referee's discretion.

FEEBLEMIND

May cause another magic-user to become feeble-minded until the spell is dispelled. This spell has a 20% better chance of success than others. This means when a mage attempts to save against the spell, the score to meet or exceed increases by 4 pips.

GROWTH OF ANIMALS**Turns 12, Range 12"**

Causes 1-6 normal-sized animals to grow to a giant size with proportionate strength.

HOLD MONSTER**Turns 6 + Level, Range 12"**

Same as *Hold Person* but now applicable to monsters.

IRON WALL**Turns 12, Range 6"**

Like *Ice Wall*, except the wall is 3 inches thick (in the fictional game-world?) and has a maximum area of 5 square inches (on the tabletop, one would hope).

MAGIC JAR

The user houses their soul inside an inanimate object and then attempts to possess the body of any other creature within 12" of their so-called magic jar (literal or otherwise). The user's soul-container must be within 3" of their body at the time the spell is cast. The creature whose body is to be possessed can make a saving throw.

If the possessed body is destroyed, the mage's spirit returns to their magic jar and from there it can either return to the mage's original body or attempt another possession. However, if the mage's original body is destroyed, they must find a new body to keep.

PASSWALL**Turns 3, Range 3"**

Opens a human-sized hole in a solid rock wall up to 10 feet in length.

STONE WALL**Range 6"**

Creates a stone wall 2 feet thick with a maximum length and height equaling 10 square inches. Lasts until dispelled or broken down like a regular wall.

TELEKINESIS**Turns 6, Range 12"**

Move objects as heavy as 200 gold pieces times the caster's level.

TELEPORT

Instant transportation from place to place. Teleporting to an uncertain area has a 75% chance of killing the one teleported. If the user is uncertain about the topography of the destination, roll percentile dice. A score from 1-10% indicates death if solid material is contacted, and a score from 91-100% indicates that the user will fall from 10-100 feet. However if the magic-user has carefully studied the area, they only have a 1% chance of teleporting "low" and a 4% chance of teleporting "high" (now from 10-40 feet).

TRANSMUTE EARTH**Range 12"**

Turns up to 30 square inches of earth, sand, and/or rock into mud. Creatures will sink if they are heavy, or move at 10% of their usual rate. The spell can only be countered by reversing it (requiring one to cast the same spell), or by evaporation.

MAGE SPELL DESCRIPTIONS, 6TH LEVEL

ANTI-MAGIC FIELD

Turns 12

Surrounds user and prevents all spells from passing either way.

CONTROL WEATHER

Execute one of the following weather control operations: Rain, Stop Rain, Cold Wave, Heat Wave, Create Tornado, Stop Tornado, Deep Clouds, or Clear Sky. Whew!

DEATH SPELL

Range 24"

Kills 2-16 creatures with 6 hit dice or fewer within a 6 × 6" area.

DISINTEGRATE

Range 6"

Cause any non-magical material to disintegrate. Creatures must make a saving throw.

GEAS

Range 3"

Forces a recipient to perform a task desired by the caster. Any attempt to deviate from the task results in weakness and eventually death. The referee must carefully manage the casting and performance of the geased individual. Lasts until the task is completed.

INVISIBLE STALKER

Conjures a supernatural monster that follows the command of the caster to the letter. Then it will continue on its mission until it is completed, regardless of time or distance. They cannot be dispelled once conjured except by death. Read more in *Chapter II*.

LOWER WATER**Turns 10, Range 24"**

Causes water to drop 50% of its depth.

MOVE EARTH**Turns 6, Range 24"**

Moves hills and ridges. It takes one turn for the spell to take effect, and the affected area moves at 6" per turn.

PART WATER**Turns 6, Range 12"**

Parts water up to 10 feet deep.

PROJECT IMAGE**Turns 6, Range 24"**

Projects an image of the caster, and any spells cast thereafter appear to originate from the image projected.

REINCARNATION

Brings a dead character back to life in the form of perhaps another race. Roll on the cosmic alignment table corresponding to their original alignment for the reincarnated individual's new form. If they come back as a human being, roll again for class and roll 1-6 for their level in that class. Do this also for elves and dwarves.

STONE TO FLESH**Range 12"**

Turns stone to flesh and vice versa. It can revive those who have been "stoned" (???) by some monster. It is permanent unless a reversed spell is cast.

CLERIC SPELLS TABLE

There are five levels of spells available to clerical characters.

Spell Level 1	p. 48	Spell Level 2	p. 49	Spell Level 3	p. 50
1. <u>Cure Wounds</u>		1. Find Traps		1. Remove Curse	
2. <u>Purify Food & Water</u>		2. Hold Person		2. <u>Cure Disease</u>	
3. Detect Magic		3. Bless		3. Locate Object	
4. <u>Detect Evil</u>		4. Speak With Animals		4. <u>Continual Light</u>	
5. <u>Protection/Evil</u>					
6. <u>Light</u>					
<hr/>					
Spell Level 4	p. 51	Spell Level 5	p. 52		
1. Neutralize Poison		1. <u>Dispel Evil</u>			
2. <u>Cure Wounds Plus</u>		2. <u>Raise Dead</u>			
3. <u>Protection/Evil 10'</u>		3. Commune			
4. Sticks to Snakes		4. Quest			
5. Speak With Plants		5. Insect Plague			
6. Create Water		6. Create Food			

Underlined spells have opposite effects when cast by evil (i.e. chaotic) clerics, because they're evil. For example, the *Raise Dead* spell becomes *Finger of Death*.

CLERICS VERSUS UNDEAD MONSTERS

Clerics have the special ability to turn or dissolve undead monsters. Their efficacy at doing so is a function of their own ability and the strength of the undead creature.

Monster		Cleric Level							
Type	HD	1	2	3	4	5	6	7	8+
Skeleton	1/2 d	7	T	T	D	D	D	D	D
Zombie	1d	9	7	T	T	D	D	D	D
Ghoul	2d	11	9	7	T	T	D	D	D
Wight	3d	—	11	9	7	T	T	D	D
Wraith	4d	—	—	11	9	7	T	T	D
Mummy	5d + 1	—	—	—	11	9	7	T	T
Spectre	6d	—	—	—	—	11	9	7	T
Vampire	7d to 9d	—	—	—	—	—	11	9	7

- ◆ **Number:** The score to match or exceed to turn away, rolled with 2 dice.
- ◆ **T:** Undead are immediately turned away, equal in number to 2 dice.
- ◆ **D:** Undead are immediately dispelled or dissolved, equal in number to 2 dice.

Hit dice values of the undead monsters are given to adapt the cleric's abilities against undead monsters of the referee's making.

CLERIC SPELL DESCRIPTIONS, 1ST LEVEL

CURE WOUNDS

Remove points of damage equal to 1 die plus 1 pip, or 2-7 hit points.

DETECT EVIL

Turns 6, Range 12"

Detects evil thought or intent in any creature or enchanted object.

DETECT MAGIC

Turns ?, Range ?

Detects any enchantment laid on a person, place or thing. It has limited range and duration, but I won't tell you either of those things.

LIGHT

Turns 12 + Level, Range 12"

Casts light in a circle 3" in diameter, but not equal to full daylight.

PROTECTION FROM EVIL

Turns 12

Conjures a magic circle to keep out attacks from enchanted monsters, adds 1 pip to saving throws, and subtracts 1 pip from opponents' hit dice.

PURIFY FOOD & WATER

Purifies enough spoiled or corrupted food or water to satisfy up to 12 people.

CLERIC SPELL DESCRIPTIONS, 2ND LEVEL

BLESS**Turns 6**

Prior to combat, bless others in order to raise their morale and attack dice by 1 pip.

FIND TRAPS**Turns 2, Range 3"**

Become aware of any trap or hazard, of any nature, within the given radius.

HOLD PERSON**Turns 9, Range 18"**

More powerful than *Charm Person*, affecting 1-4 persons. If cast at an individual target, it reduces that target's saving throw against magic by 2 pips.

SPEAK WITH ANIMALS**Turns 6, Range 3"**

Allows user to speak with any animal. The animal may agree to perform services for the cleric, and it will never attack the cleric's party. Details about handling probabilities of action by animals will be in the next chapter—or was it the chapter after that?

CLERIC SPELL DESCRIPTIONS, 3RD LEVEL

CONTINUAL LIGHT

Range 12"

Creates a light wherever the user desires. The source is a wide 24" circle of light, and unlike for mages, it *does* equal full daylight. Lasts until dispelled.

CURE DISEASE

Cures any sort of disease. This is the only way to remove a disease caused by a curse.

LOCATE OBJECT

Turns 6, Range 9" + 1" × Level

For this spell to be effective, the caster must have some idea of what is to be located.

This spell gives the direction of the item, but not the distance.

REMOVE CURSE

Removes a curse. Casting this on a cursed sword would turn it into an ordinary sword.

User must be adjacent to the object.

CLERIC SPELL DESCRIPTIONS, 4TH LEVEL

CREATE WATER

Create enough potable water to satisfy a party of 12 adventurers and horses for 1 day. The amount doubles for every level above eighth the cleric has reached.

CURE WOUNDS PLUS

Double the effects of the original *Cure Wounds* spell: roll 2 dice plus 2 pips. Thus the cleric will remove from 4-14 hit points of damage.

NEUTRALIZE POISON

Turns 1

Counters the effects of poison so long as the target is still alive.

PROTECTION FROM EVIL 10'

Turns 12

Extends to a radius of 10 feet around the cleric, and for an extended duration.

SPEAK WITH PLANTS

Turns 6, Range 3"

Allows the cleric to speak to plant life. The plant will obey the cleric's commands, e.g. to part and allow passage for the party. This power does not extend to the trees as it does for the treants.

TURN STICKS TO SNAKES

Turns 6, Range 3"

Conjure and command up to 2-16 snakes, with each having a 50% chance of being 'poisonous'.

CLERIC SPELL DESCRIPTIONS, 5TH LEVEL

COMMUNE

Seek counsel from the powers above (i.e. the referee) and ask three questions. This can only be done once per week, though once per year the cleric may ask six questions.

CREATE FOOD

Create enough food to last 12 party members for a whole day. This doubles for each cleric level past the eighth, e.g. a tenth-level cleric can create food for 36 individuals.

DISPEL EVIL

Turns 1, Range 3"

Similar to *Dispel Magic*, except in that it allows the cleric to immediately dispel any evil within the range indicated.

INSECT PLAGUE

Days 1, Range 48"

Summons a cloud of insects that occupies 36 square inches and drives away creatures with less than 3 hit dice for up to a whole day.

QUEST

Compels another character to do a quest lest the cleric curse them any way desired.

The referee bases the efficacy of the curse based on the phrasing of the curse and both the alignment and actions of the victim.

RAISE DEAD / FINGER OF DEATH

Resurrect a human being, an elf, or a dwarf that has been deceased for up to four days. This time limit is increased by four additional days for each cleric level past the eighth. Those with low constitution scores cannot be raised.

Evil clerics (i.e. those who are chaotic) cannot raise the dead but they instead can kill any creature within 12" upon a failed saving throw. Good clerics may cast this spell just sparingly, since misuse of it will turn them into a bad cleric. Presumably, an evil cleric also becomes good when they raise one too many corpses.

MAGICAL MANUFACTURE

Mages and clerics both carry one spell book per level of magic they use. To duplicate such a book of spells, it costs the same as researching a spell of that magical level. For example, it costs 2,000 gold pieces to duplicate a first level spell book.

Wizards—that is, mages of the eleventh level or greater—may produce various kinds of magical items, the costs of which are a function of the item's potency.

Item	Capital Investment	Production Time
Scroll spell	100 g.p./spell/level	1 week/level
Healing potion	250 g.p.	1 week
Giant strength potion	1,000 g.p.	4 weeks
Enchanting 20 arrows	1,000 g.p.	4 weeks
Enchanting armor to +1	2,000 g.p.	2 months
Wand of cold	10,000 g.p.	6 months
X-ray vision ring	50,000 g.p.	1 year

MAGICAL RESEARCH

Both mages and clerics may expand their knowledge of magic by researching spells.

The cost of research depends on the level of the magic being researched: the first level costs 2,000 gold pieces, second costs 4,000, third costs 8,000, fourth costs 16,000, fifth costs 32,000, and sixth costs 64,000. It takes one week to attempt to research a spell.

For every amount of gold pieces equal to the base amount of investment required, there is a cumulative 20% chance of success at researching the spell. Thus spending 10,000 gold pieces to research a first level spell will take one week with a 100% success rate.

The researcher can only research spells of the level of magic they are able to use, though they may share their research with others of the same skill level.

Monster Reference Table	58
Monster Descriptions.....	64
Other Monsters.....	93
Categories of Treasure	94
Magic Items & Treasure Maps.....	96
Categories of Magic Items	97
Magic Swords.....	98
Magic Armor	104
Miscellaneous Magic Weapons.....	105
Magic Scrolls & Curses	106
Potions	108
Magic Rings.....	110
Wands & Staffs.....	112
Miscellaneous Magic Items	114
Magic Item Saving Throws.....	117
Artifacts.....	118
Metals, Gems, & Jewels	119

CHAPTER II

**MONSTERS &
TREASURES**

MONSTER REFERENCE TABLE

Number Appearing (No.) is the total number of that monster type which appear in an area. This is primarily used for outdoor encounters, and the referee may adjust this number according to the number of adventurers present.

Armor Class (AC) is used to determine whether or not an attack against this monster succeeds as per pp. 24-5. Bracketed values refer to “ascending AC” (pp. 228-9).

Movement (Mv.) is the monster’s movement rate on the tabletop, which is converted to different scales depending on the environment in which the encounter takes place; e.g., it is converted to tens of feet while in the Underworld. If a second number is given, that indicates the flying speed of the monster whereas the first indicates walking speed.

Hit Dice (HD) is used to determine how many hit points a monster of that type may sustain before defeat. It is also used to indicate how many rolls a monster of that type are allowed when attacking a regular figure, with any modifier being applied to only one such attack. For example, a troll makes 6 attacks, and adds 3 pips to one of them.

% Lair is self-explanatory as far as application is concerned.

Treasure Class (TC) indicates the type and quantity of treasure guarded by a monster (pp. 94-5). Sometimes an amount of gold pieces (g.p.) is given instead of or alongside the normal treasure types. For example, goblins are said to each possess 1-6 pieces, whereas ogres are said to have 1,000 pieces each in addition to treasure of type C in their lair.

MONSTER REFERENCE TABLE

59

Humanfolk	No.	AC	Mv.	HD	% Lair	TC	Page
Bandits	30-300	<i>Variable</i>		1d	15%	A	78
Berserkers	30-300	7 [12]	12"	1d + 1	15%	A	79
Brigands	30-300	<i>Variable</i>		1d	15%	A	78
Buccaneers	30-300	<i>Variable</i>		1d	15%	A	79
Nomads	30-300	<i>Variable</i>		1d	15%	A	79
Pirates	30-300	<i>Variable</i>		1d	15%	A	79
Troglodytes	30-300	9 [10]	9"	2d	15%	A	79
Zealots	30-300	<i>Variable</i>		1d + 1	15%	A	79

Fellkin	No.	AC	Mv.	HD	% Lair	TC	Page
Goblins	40-400	6 [13]	9"	1d – 1	50%	1-6 g.p. ea.	75
Kobolds	40-400	7 [12]	9"	1½d	50%	1-6 g.p. ea.	81
Orcs	30-300	6 [13]	9"	1d	50%	D	84
Hobgoblins	20-200	5 [14]	9"	1d + 1	30%	D	77
Gnolls	20-200	5 [14]	9"	2d	30%	D	75
Ogres	3-18	5 [14]	9"	4d + 1	30%	C + 1K g.p.	83
Trolls	2-12	4 [15]	12"	6d + 3	50%	D	89
Giants	1-8	4 [15]	12"	<i>Variable</i>	30%	E + 5K g.p.	74

Undead	No.	AC	Mv.	HD	% Lair	TC	Page
Skeletons	30-300	7 [12]	6"	1½ d	—	—	88
Zombies	30-300	8 [11]	6"	1d	—	—	92
Ghouls	2-24	6 [13]	9"	2d	20%	B	74
Wights	2-24	5 [14]	9"	3d	60%	B	92
Wraiths	2-16	3 [16]	12/24"	4d	20%	E	92
Mummies	1-12	3 [16]	6"	5d + 1	30%	D	82
Spectres	1-8	2 [17]	15/30"	6d	25%	E	88
Vampires	1-6	2 [17]	12/18"	7d to 9d	20%	F	90

Werefolk	No.	AC	Mv.	HD	% Lair	TC	Page
Werewolves	2-20	5 [14]	15"	4d	20%	C	91
Wereboars	2-20	4 [15]	12"	4d + 1	20%	C	91
Weretigers	2-20	3 [16]	12"	5d	20%	C	91
Werebears	2-20	2 [17]	9"	6d	20%	C	91

MONSTER REFERENCE TABLE

61

Petrifiers	No.	AC	Mv.	HD	% Lair	TC	Page
Medusae	1-4	8 [11]	9"	4d	75%	F	81
Cockatrices	1-8	6 [13]	9/18"	5d	35%	D	66
Basilisks	1-6	4 [15]	6"	6d + 1	40%	F	64
Gorgons	1-4	2 [17]	12"	8d	50%	E	76

Dragonkin	No.	AC	Mv.	HD	% Lair	TC	Page
Balrogs	1-6	2 [17]	6/15"	10d	25%	F	64
Chimerae	1-4	4 [15]	12/18"	9d	50%	F	66
Dragons	1-4	2 [17]	9/24"	6d to 11d	60%	H	67
Dragon	—	3 [16]	9"	12d	—	—	70
Turtles	2-20	5 [14]	9/15"	4d	25%	C	74
Gargoyles	5-12 heads	5 [14]	12"	1d/head	25%	B	80
Hydra	1-4	6 [13]	6"	15d	25%	D	86
Purple Worms	<i>Completely variable and at the discretion of the referee.</i>						87
Sea Monsters	1-6	3 [16]	9/24"	7d	60%	E	92

Wyverns

Fantasy	No.	AC	Mv.	HD	% Lair	TC	Page
Merfolk	30-300	7 [12]	12"	1d + 1	75%	A	82
Minotaurs	1-8	6 [13]	12"	6d	10%	C	82
Centaur	2-20	5 [14]	18"	4d	05%	A	66
Unicorns	1-4	2 [17]	24"	4d	—	—	89
Nixies	10-100	7 [12]	12"	1d	100%	B	83
Pixies	10-100	6 [13]	9/18"	1d	25%	C	86
Dryads	1-6	5 [14]	12"	2d	20%	D	71
Gnomes	40-400	5 [14]	6"	1d	60%	C	75
Dwarves	40-400	4 [15]	6"	1d	50%	G	71
Elves	30-300	5 [14]	12"	1d + 1	25%	E	73
Treants	2-20	2 [17]	6"	8d	—	—	89
Spirits	No.	AC	Mv.	HD	% Lair	TC	Page
Invis. Stalkers	—	3 [16]	12"	8d	—	—	81
Elementals	1	2 [17]	<i>Variable.</i>		—	—	72
Djinni	—	5 [14]	9/24"	7d + 1	—	—	66
Efreets	—	3 [16]	9/24"	10d	—	—	71

MONSTER REFERENCE TABLE

63

Cleanup Crew	No.	AC	Mv.	HD	% Lair	TC	Page
Ochre Jelly	1	8 [11]	3"	5d	—	—	83
Black Pudding	1	6 [13]	6"	10d	—	—	68
Green Slime	—	—	—	2d	—	—	76
Gray Ooze	—	8 [11]	1"	3d	—	—	76
Yellow Mold	—	—	—	—	—	—	92

Mounts &c	No.	AC	Mv.	HD	% Lair	TC	Page
Griffons	2-16	3 [16]	12/30"	7d	10%	E	77
Hippogriffs	2-16	5 [14]	18/36"	3d + 1	—	—	77
Horse, light	—	7 [12]	24"	2d	—	—	77
Horse, medium	—	7 [12]	18"	2d + 1	—	—	77
Horse, heavy	—	7 [12]	12"	3d	—	—	77
Horse, draft	—	7 [12]	12"	2d + 1	—	—	77
Mule	—	7 [12]	12"	2d + 1	—	—	77
Pegasi	1-12	6 [13]	24/48"	2d + 2	—	—	86
Rocs	2-20	4 [15]	6/48"	6d	20%	I	86
Animal, small	6-36	<i>Completely variable depending on the animal.</i>					64
Animal, large	2-16	<i>Completely variable depending on the animal.</i>					64

MONSTER DESCRIPTIONS

ANIMALS, LARGE

No. 2-16, AC —, Mv. —, HD —, Lair —, TC —

This includes giant insects and prehistoric megafauna, like dinosaurs. Armor class can range from 9 to 2, while hit dice can range between 2 and 20 (e.g. a Tyrannosaurus rex might have 20 hit dice... apparently). They should deal 2-4 dice of damage.

ANIMALS, SMALL

No. 6-36, AC —, Mv. —, HD —, Lair —, TC —

This includes all varieties of creatures that are not considered to be massive, including everything from wolves to centipedes. The smallest creatures have 1 hit point, while larger creatures such as wolves might have 1 hit die. These monsters will generally have an armor class of 8.

BALOR

No. 1-6, AC 2 [17], Mv. 6/15", HD 10d, Lair 25%, TC F

A highly intelligent lord of the demons who has no master, rivaled only by an Evil Patriarch in its authority. All chaotic creatures will follow its orders unquestioningly. The ~~balrog~~ makes two attacks: the first with a +1 magic sword and, on a two-dice score of 7 or better, it also makes a whip attack for 2-12 hit points (depending on size). Thus it is able to attack one or two targets at once.

It also has a base saving throw of 6 against magical spells, although the difficulty of this roll increases by 1 pip for each mage level past the eleventh. Thus ~~the~~ Balrog must throw a 7 versus a mage of the twelfth level.

BASILISKS

No. 1-6, AC 4 [15], Mv. 6", HD 6d + 1, Lair 40%, TC F

This monster has the ability to petrify those who gaze into its eyes, including itself should it meet its reflection in a well-lit mirror. It is not intelligent.

BLACK PUDDING**No. 1, AC 6 [13], Mv. 6", HD 10d, Lair —, TC —**

The black pudding is a member of the Underworld's cleanup crew, alongside the ochre jelly. It is not affected by cold, and will only be split into smaller parts when cut by blade or struck by lightning. However, it is killed by fire. It can dissolve wood, corrode metal, cause 3 hit dice of damage against flesh, but does not affect stone.

If an armored character runs through a black pudding, it will corrode the boots and leggings of the armor suit such that these pieces will fall off the next turn. Finally, it can crawl through small crevices and on ceilings or walls.

CENTAURS**No. 2-20, AC 5 [14], Mv. 18", HD 4d, Lair 5%, TC A**

These half-human, half-horse hybrids are at least (?) semi-intelligent. One half of a band will carry clubs, one quarter primitive lances, and the rest composite bows (attack as on foot). In melee, a centaur will attack twice: once as a human and once as a horse. They live in hidden glens with 2-12 women, 1-6 children, and 1-6 armed men.

CHIMERAE**No. 1-4, AC 4 [15], Mv. 12/18", HD 9d, Lair 50%, TC F**

A chimera has the torso of a lion, the behind of a goat, the wings of a dragon, and the three heads of these animals. The goat's head impales enemies using its long horns, the lion's head will tear apart flesh, and the dragon's head will bite or breathe fire with a reduced range of 5" and 3 dice of damage.

COCKATRICES**No. 1-8, AC 6 [13], Mv. 9/18", HD 5d, Lair 40%, TC D**

The cockatrice is a smaller basilisk that petrifies opponents by touch rather than sight.

DJINNI**No. —, AC 5 [14], Mv. 9/24", HD 7d + 1, Lair —, TC —**

These are spirits made of air, and can thus turn invisible or take on a gaseous form. One djinn fights as a giant minus 1, thereby dealing 1-11 hit points of damage per hit. They can carry up to 6,000 gold pieces of weight while walking or flying, the latter only for short periods. They can create food, drinks, and permanent soft or wooden objects. However, any metallic objects they create such as gold only last one day.

Djinni can create illusions which last until touched, without having to concentrate to sustain them. They can also form a living whirlwind that is 1" at the base, 2" at the top, and 3" tall, and which acts as an air elemental.

DRAGONS **No. 1-4, AC 2 [17], Mv. 9/24", HD 6d to 11d, Lair 60%, TC H**

Each dragon has two main attributes: its maturity and its species, the latter explained on the next set of pages. A dragon's maturity, as determined below, indicates its ability to sustain and deal damage by its breath weapon (e.g. fire, lightning, acid).

If 2 dragons are encountered, they will be a mated pair of adult dragons. If 3-4 dragons are encountered, they are a family unit of 2 adult parents and 1-2 very young children. If one parent is attacked, the other parent will attack at double damage unless they are being simultaneously attacked.

If the adventurers want to subdue the dragon, hits scored against that dragon count as subduing rather than killing points. Each round, the referee calculates the percentage of subduing hits over the dragon's maximum hit point count. Then they roll percentile dice to find if the dragon has been subdued. No more than eight human-sized creatures can participate. A dragon will remain subdued until they see an opportunity to escape. Subdued dragons can be sold for 500-1,000 g.p. (i.e. $400 + 100 \times 1-6$) per hit point.

1-6	Maturity	Age	Max. Hit Points & Breath Damage
1	Very young , no treasure	1-5	1 per HD (e.g. 10 for a red)
2	Young, less than half treasure	6-15	2 per HD (e.g. 20 for a red)
3	Sub-adult, half treasure	16-25	3 per HD (e.g. 30 for a red)
4	Adult	26-75	4 per HD (e.g. 40 for a red)
5	Old	76-100	5 per HD (e.g. 50 for a red)
6	Very old, double treasure	100+	6 per HD (e.g. 60 for a red)

DRAGONS (CONTINUED) No. 1-4, AC 2 [17], Mv. 9/24", HD 5d to 12d, Lair 60%, TC H

There are six kinds of dragon, each with different breath weapons and other attributes. A dragon is able to use its breath three times per day, so sometimes it will bite instead. On a two-dice score of 7 or more, the dragon will breathe if it has any uses left that day. There are three shapes of dragon's breath:

- ◆ **Cloud-Shaped:** Reaches a height of 3" from ground level.
- ◆ **Cone-Shaped:** Shoots from the dragon's mouth at a $\frac{1}{2}$ " diameter.
- ◆ **Line-Shaped:** Travels in a straight line from the dragon's mouth.

Sleeping dragons may be attacked with a free melee round by the attacker, plus 2 pips on hit dice for hitting. Taking advantage of elemental vulnerabilities gives the attacker 1 pip per die, while resistances subtract 1 pip instead; for example, an efreet attacking a white dragon deals 10 extra damage. Only talking dragons can use magic. 60% of dragons have the hit dice value listed whereas 20% have one less and 20% one more.

Type	Hit Dice	Breath Type	Breath Shape	Talking	Sleeping
White	6d	Cold	8 × 3" cone	25%	60%
Black	7d	Acid	6 × $\frac{1}{2}$ " line	40%	50%
Green	8d	Chlorine gas	5 × 4" cloud	55%	40%
Blue	9d	Lightning	10 × $\frac{1}{2}$ " line	70%	30%
Red	10d	Fire	9 × 3" cone	85%	20%
Gold	11d	Fire or gas	See above	100%	10%

Type	Habitat	Vulnerabilities	Resistances	Magical Abilities
White	Cold places	Fire, Lightning	Earth, Water	None.
Black	Swamps	Water	Earth	05% up to first level.
Green	Forests	Air	N/A	10% up to second level.
Blue	Deserts	Lightning, Water	Fire	15% up to third level.
Red	Mountains	Air, Earth, Fire	Water	15% up to third level.
Gold	Anywhere	N/A	N/A	One level per maturity level.

DRAGON TURTLES**No. —, AC 3 [16], Mv. 9", HD 1d, Lair —, TC —**

These massive creatures are slow on land, but can move thrice as fast while swimming. They live in large bodies of water, whether salt or fresh. They breathe steam like a red dragon breathes fire (p. 68). Except for their inability to fly, they are as regular dragons.

DRYADS **No. 1-6, AC 5 [14], Mv. 12", HD 2d, Lair 20%, TC D**

These are nymphs each tied to a specific tree, of which they will always be within 24". They are shy and non-violent but have a 90% chance of *Charming* whoever approaches them, causing them to never leave the forest; saves against the spell subtract 2 pips.

DWARVES **No. 40-400, AC 4 [15], Mv. 6", HD 1d, Lair 50%, TC C**

Any dwarven army will have one above-average fighter for every 40 in the group, for whose level you should roll a 6-sided die. If the army is based in their lair, adjust the result so that a roll of 1 or 2 results in a fighting level of 3, a roll of 3 or 4 is a level of 4, and a roll of 5 or 6 remain as-is. For every fighting level, there is a 10% chance that the strong dwarf will have a magic shield, magic armor, or a magic sword (die 1-4) or a hammer (die 5-6). Dwarves may employ unintelligent beasts such as bears and wolves in their armies, or whatever the referee deems appropriate.

Dwarves are difficult to hit by clumsy big monsters like ogres, giants, and so on owing to their short stature; because of this, such monsters deal half damage against dwarves. Refer to *Chain of Command* for more information (p. 196).

EFREETS **No. —, AC 3 [16], Mv. 9/24", HD 10d, Lair —, TC —**

These spirits are similar to djinni (p. 66), except they are made of fire rather than air, and they hail from the City of Brass. They score 2 dice of damage, and can carry up to 10,000 gold pieces' worth of weight. Finally, they can also create a *Fire Wall* and become incendiaries.

ELEMENTALS**No. 1, AC 2 [17], Mv. —, HD —, Lair —, TC —**

The strength of an elemental depends on whether it was conjured (16 hit dice), if it inhabits a sort of medallion or gem (12 hit dice), or if was created by a staff (8 hit dice). Only magical weapons affect elementals.

Only one elemental of each type can be created per day. concentrate on controlling the elemental lest it attack its creator or anything in its path. Moving, being attacked, or any other action will break their concentration. Once control is lost it cannot be regained.

Air Elementals move by flying at a rate of 36". When engaged in aerial combat, they add +1 to damage of which they normally deal 1 die. They can turn into a whirlwind and sweep all nearby creatures under 2 hit dice away. The size of the whirlwind is 3" at the base, 6" at the top, and a height equal to their hit dice.

Earth Elementals move 6" per turn and cannot cross water, but they deal 3 dice of damage against any opponent they hit that stands on the earth, or else 2 dice. They can act as a battering ram against walls and score 3-18 damage hitting them.

Fire Elementals move 12" per turn, and they score either 2 dice of damage against all non-fire-using opponents or 1 die plus 1 pip against fire-using opponents. They cannot cross water and must be conjured from flame or lava.

Water Elementals move 18" through the water per turn, or otherwise only 6" per turn. In water they score 2 dice of damage, but they only score 1 die outside the water. They must be conjured from a body of water.

ELVES **No.** 30-300, **AC** 5 [14], **Mv.** 12", **HD** 1d + 1, **Lair** 25%, **TC** E

There are two kinds of elves: woodland elves and meadowland elves. For every 50 elves encountered, there will be a powerful one with 2-4 levels of fighting capability (roll a 4-sided die, treat 1 as 2) and 2-5 magical capability (roll a 6-sided die, treat 1 as 2 or 6 as 5). For every 100 of them, there will be a Hero/Warlock.

One half of elves in an army carry bows, the other half spears, and all also have swords. They can move silently and appear invisible while wearing their gray-green cloaks.

Those armed with magical weapons add 1 pip per die of damage.

GARGOYLES**No. 2-20, AC 5 [14], Mv. 9/15", HD 4d, Lair 25%, TC C**

The Gargoyle is a bipedal reptilian beast with horns, talons, fangs, and bat-like wings. They will attack 75% of the time without provocation being naturally hostile monsters, even if they attack other chaotic creatures. They are at least semi-intelligent, though, and can be expected to plan their actions ahead. Only magical weapons affect them.

GHOULS**No. 2-24, AC 6 [13], Mv. 9", HD 2d, Lair 20%, TC B**

This monster can paralyze any creature it touches, except for an elf. Anyone killed by a ghoul becomes one. They otherwise fight as normal, and are harmed by missiles.

GIANTS**No. 1-8, AC 4 [15], Mv. 12", HD —, Lair 30%, TC E + 5,000 g.p.**

These monsters act as light catapults, being able to throw stones as such. They will otherwise deal 2 dice of damage when hitting a foe due to their large weapons.

Wandering giants can carry from 1,000 to 6,000 gold pieces in their shoulder sack.

1-10	Type	HD	Damage	Lair	Height	Special
1-6	Hill	8d	2d	Cave	12'	—
7	Stone	9d	2d	Cave	15'	Throws as heavy catapult.
8	Frost	10d + 1	2d + 1	Castle	18'	Impervious to cold.
9	Fire	11d + 3	2d + 2	Castle	12'	Impervious to fire.
10	Cloud	12d + 2	3d	Castle	20'	Keen sense of smell.

GNOLLS

No. 20-200, AC 5 [14], Mv. 9", HD 2d, Lair 30%, TC D

A hybrid of gnomes and trolls with +2 morale. The gnoll king and his 1-4 bodyguards will fight as trolls (p. 89) but without their usual regenerative power.

GNOMES

No. 40-400, AC 5 [14], Mv. 6", HD 1d, Lair 60%, TC G

Gnomes are just like dwarves, except with smaller stature and longer beards. They live in hills and holes, and tend to be more reclusive than their mountain-dwelling cousins. Otherwise, they basically resemble dwarves (p. 71).

GOBLINS

No. 40-400, AC 6 [13], Mv. 9", HD 1d – 1, Lair 50%, TC 1-6 g.p.

Being the natural enemy of dwarves, goblins will automatically attack any dwarf it sees. They can see well in darkness, but subtract 1 from both their attack and morale dice while fighting in daylight. Likewise subtract 1 pip from their hit points as indicated, but to a minimum of 1 pip. The goblin king and his 5-30 guards fight as hobgoblins (p. 77). They are otherwise as in *Chain of Command* (p. 199).

GORGONS**No. 1-4, AC 2 [17], Mv. 12", HD 8d, Lair 50%, TC E**

These monsters are inexplicably not women with snakes for hair and petrifying gazes (those would be *Medusae*), but bull-like beasts with scales like iron and a breath that petrifies those within 6" of its mouth.

GRAY OOZE**No. —, AC 8 [11], Mv. 1", HD 3d, Lair —, TC —**

An amoebic monster that resembles wet stone. It is only affected by *Lightning Bolts* or slashing cuts by weaponry, though unlike other monstrous slimes it will not be spread by non-harmful attacks. It is impervious to cold or fire, and it cannot harm wood or stone, but it corrodes metal at the same rate as the black pudding does. It scores 2 dice of damage to exposed flesh per turn.

GREEN SLIME**No. —, AC —, Mv. —, HD 2d, Lair —, TC —**

A green slime is a monster in the same sense that the Elephant's Foot at Chernobyl is. It corrodes wood and metal, but not stone. It sticks to flesh and penetrates the skin in one turn, then turning the flesh into more green slime. It cannot be scraped off, but one can cast *Cure Disease* and thereby kill it (even while it touches flesh).

GRIFFONS**No. 2-16, AC 3 [16], Mv. 12/30", HD 7d, Lair 10%, TC E**

A creature with a lion's body and the head and wings of an eagle. They are predators that hunt horses in the wild, so if a griffon is kept as a steed (bear in mind that they are very desirable as such) it cannot be kept within 36" of horses. Wild griffons are very hostile and will attack anyone with little to no provocation, especially if they are nearby their lair. However, tamed ones are exceptionally loyal and fierce.

HIPPOGRIFFS**No.** 2-16, **AC** 5 [14], **Mv.** 18/36", **HD** 3d + 1, **Lair** —, **TC** —

A creature with an eagle's front (including wings) and a horse's behind. They can attack using their beak, claws, and hooves all at once. Although somewhat similar to pegasi, in that both are races of legendary horse-creatures, the two species are mutually hostile and do not herd together.

HOBGOBLINS**No.** 20-200, **AC** 5 [14], **Mv.** 9", **HD** 1d + 1, **Lair** 30%, **TC** D

This monster fights as a large goblin with +1 morale. The king of the hobgoblins fights as an ogre (p. 83), as will his 2-4 bodyguards.

HORSES & MULES*All information is type-specific and given below.*

A war horse standing in place will defend itself as normal but when attacking returns casualties of the next lower level (e.g. heavy becomes medium, medium becomes light, and light becomes armored foot). All horses are panic-stricken by fire and odd odors, though war horses are less so. Horses and mules are also used as draft animals, but only mules are agile enough to be brought into dungeon expeditions.

Type	AC	Mv.	HD	Maximum Load in Gold Pieces
Light horse	7 [12]	24"	2d	3,000
Medium horse	7 [12]	18"	2d + 1	3,750
Heavy horse	7 [12]	12"	3d	4,500
Draft horse	7 [12]	12"	2d + 1	4,500
Mule	7 [12]	12"	2d + 1	3,500

HUMANFOLK**No.** 30-300, **AC** —, **Mv.** —, **HD** —, **Lair** 15%, **TC** A

Bandits are led by exceptional fighters, mages, and clerics. For every 30 bandits there will be one fourth level fighter; for every 50 there will be one fifth or sixth level fighter (50%-50% chance); for every 100 there will be one eighth or ninth level fighter (also a 50%-50% chance). If there are over 200, there is a 50% chance of there being a mage (die 1-4 = tenth level, die 5-6 = eleventh level) and a 25% chance of there being a cleric of the eighth level. If there are exactly 300 bandits, there will absolutely be a mage and there will be a 50% chance of there being a cleric. These all ride heavy, barded horses.

There is also a chance that each powerful figure will possess magical items as follows:

- ♦ **Fighters** have a 5% per level chance of having a magical sword, shield, or armor.
- ♦ **Mages** have a 5% per level chance of having a magical staff, ring, or misc. magic.
- ♦ **Clerics** have a 5% per level chance of having a magical misc. weapon or armor.

Regular unit composition, at 1 hit die per person, is as follows:

%	Unit Composition	Armor
40%	Light Foot	Leather & Shield
25%	Short Bow or Light Crossbow	Leather
25%	Light Cavalry	Leather & Shield
20%	Medium Cavalry	Chainmail & Shield

Any one bandit has a 50-50% chance of being either chaotic or neutral. **Brigands** are a type of bandit only aligned with Chaos and with +1 morale.

Berserkers are bloodthirsty warriors. They will have exceptional fighters in their ranks at the same rate as bandits. They never check morale, and when fighting regular folk they add +2 to their dice score due to their bloodlust. Their armor class is as leather, they move 12", and each individual has 1 hit die plus 1 pip. They are all neutral.

Buccaneers are seafaring bandits. 60% are light foot, 30% light crossbow, and 10% heavy crossbow. **Pirates** are buccaneers aligned with Chaos.

Troglodytes fight as second level fighters armored with weapons as morning stars. They have no armor, but each has 2 hit dice. They have -1 morale and are neutral.

Nomads are mounted raiders who live on the steppe or in the desert. Encampments are guarded by an additional 20-40 medium foot armed with composite bows.

%	Unit Composition (Desert)	%	Unit Composition (Steppe)
50%	Light Horseback Lancers	50%	Light Horseback Archers
30%	Medium Horseback Lancers	20%	Light Horseback Lancers
20%	Light Horseback Archers	20%	Medium Horseback Archers
		10%	Medium Horseback Lancers

Zealots are fanatic, lawful nomads who fight as berserkers with 1 hit die plus 1 pip, and are led by a cleric from the eighth to tenth level (i.e. a patriarch).

HYDRA **No.** 5-12 heads, **AC** 5 [14], **Mv.** 12", **HD** 1d/head, **Lair** 25%, **TC** B

The original text prescribes that a hydra be not the creature of standard mythology, but instead a dinosaur with many heads. Why not!

Each head counts as one hit die, where each die is of 6 pips rather than being from 1-6. Thus a six-headed hydra has 6 hit dice with a total of 36 hit points. Each head can only be killed by dealing at least 6 points of damage against it.

Hydras of five heads fight as fifth level fighters, six heads as the sixth level, et cetera. Usually, all of a hydra's heads can fight simultaneously.

INVISIBLE STALKERS**No. —, AC 2 [17], Mv. 12", HD 8d, Lair —, TC —**

These are monsters created by the sixth level spell of the same name. They are great at tracking, and they will follow their target until their mission is complete and they return to the non-dimension from whence they came, or until they are destroyed in combat or by someone casting *Dispel Magic*.

However, invisible stalkers resent being given missions that last for over a month, e.g. guarding a mage from all harm for that period. In this case they will fulfill the letter of their mission while perverting the spirit of it. A resentful invisible spirit in the situation described will, on a two-dice score of 12, would perhaps abduct the mage and then suspend them in its non-dimensional plane where they are safe from all harm.

KOBOLDS**No. 40-400, AC 7 [12], Mv. 9", HD 1½ d, Lair 50%, TC 1-6 g.p.**

Kobolds are like goblins (p. 75), but even weaker.

MANTICORES**No. 1-4, AC 4 [15], Mv. 12/18", HD 6d + 1, Lair 25%, TC D**

A human-hunting and lion-bodied monster with a human face, horns, a dragon's wings, and a tail laded with 24 iron spikes. It can fire 6 spikes at a time with the range (18") and accuracy of a crossbow.

MEDUSAE**No. 1-4, AC 8 [11], Mv. 9", HD 4d, Lair 75%, TC E**

A monster with the lower body of a snake, the upper body of a human, and venomous snakes for hair. It can petrify those who gaze into her eyes, and a bite from any one snake on its head will poison its victim. Being intelligent, it will try to trick potential victims into looking into its eyes. However, it can petrify itself if it sees its reflection.

MERFOLK **No. 30-300, AC 7 [12], Mv. 12", HD 1d + 1, Lair 75%, TC A**

These fight as regular human berserkers though armed with tridents or darts (50/50). They subtract 1 pip when fighting on land. 10 folk have a 10% chance to grapple a ship and slow it by 2".

MINOTAURS **No. 1-8, AC 6 [13], Mv. 12", HD 6d, Lair 10%, TC C**

A bull-headed man. You've probably met one! They are bigger than humans and also have crave their flesh. They need never check morale, and always pursue their prey.

MUMMIES **No. 1-12, AC 3 [16], Mv. 6", HD 5d + 1, Lair 30%, TC D**

A mummy's touch will inflict its victim with a rot disease that causes wounds to take twice as long to heal. Mummies can only be hit by magical weapons, and all hits and bonuses are halved against them. They are, however, vulnerable to fire.

NIXIES **No. 10-100, AC 7 [12], Mv. 12", HD 1d, Lair 100%, TC B**

For every 10 nixies, there will be one spell of *Charm Person* cast at anyone within 3". Anyone charmed will go underwater and remain there for a year. The *Dispel Magic* spell has a 75% chance of success before the victim goes underwater. They move 9" swimming, and 40 of them have a 10% chance to grapple a ship and slow it by 2".

Nixies themselves are armed with daggers and javelins which they can throw 6" away. Underwater, they are accompanied by 10-100 large and ferocious fish that will attack on command. The fish are afraid of fire, although the nixies are not.

OCHRE JELLY **No. 1, AC 8 [11], Mv. 3", HD 5d, Lair —, TC —**

Another member of the Underworld's cleanup crew. This jelly can be killed by heat or cold, but any physical hits or *Lightning Bolts* will cause it to split into smaller jellies. They cause wood and flesh to corrode at a rate of 1 die of damage per turn, and they can easily seep through crevices.

OGRES **No. 3-18, AC 5 [14], Mv. 9", HD 4d + 1, Lair 30%, TC C + 1,000 g.p.**

Ogres range from 7-10 feet tall, and they deal 1 die plus 2 hit points of damage. Those who wander outside their lair will carry with them 100 to 600 gold pieces.

ORCS**No.** 30-300, **AC** 6 [13], **Mv.** 9", **HD** 1d, **Lair** 50%, **TC** D

There are as many different tribes of orcs as you would like there to be. Whenever orcs are encountered, map each tribe to a number on a die which you can roll to find from which tribe the orcs hail. Orcs encountered in one area will likely be of the same tribe. They will attack different tribes on sight, or have a 50% of obeying orders otherwise. Finally, they react to sunlight as goblins do.

Orcs either live in a cave complex (on a die result of 1-4) or in a village (on a roll of 5-6). Whereas a cave complex will be guarded by patrols, a village will be fortified by a ditch and palisade, and they will have a tower as well as a light catapult for every 50 orcs. The likelihood of a lair having certain powerful figures depends on its population:

Cave Leaders	Chance	Village Leaders	Chance
Balrog	25% per 100	Fighter (lvl. 7-9)	25% per 100
Dragon	10% per 100	Mage (lvl. 11)	10% per 100
Ogres (1-6)	10% per 50	Ogres (1-6)	15% per 50
Trolls (1-4)	10% per 100		

There is a fifty-fifty chance that orcs will be encountered with a caravan of 1-8 wagons, each carrying 200-1200 gold pieces and each guarded by 10 orcs. There is a fifty-fifty chance that the caravan will be led by a fighter or a mage. Roll for the leader's level. For fighters: a roll of 1 is a Champion, 2-4 is a Superhero, and 5-6 is a Lord. For mages: a roll of 1 is a Sorcerer, 2-4 is a Necromancer, and 5-6 is a Wizard.

THIS PAGE INTENTIONALLY LEFT BLANK.

SEA MONSTERS

By default, treat as Purple Worms. Below are suggestions.

Giant Crabs (AC 2 [17], Mv. 6", HD 3d) make two attacks per turn because of their pinchers. They cannot swim.

Giant Crocodiles (AC 5 [14], Mv. 9", HD ?) are 20' long and can move 15" in water. They deal 2 dice of damage per successful hit. They can also be rammed by ships, but the ramming ship has a 50% chance of being damaged unless it has a ram.

Giant Fish (AC ?, Mv. ?, HD ?) move from 30" to 50" per turn depending on the type. Some can ram ships. They are vulnerable to missiles when attacking small vessels.

Giant Leeches (AC 8 [11], Mv. 6", HD 2d) inhabit swamps. They do not deal damage, but on the first hit they will attach to their target, and on every second turn they drain one level of character experience. They can only be detached by killing them.

Giant Octopus (AC 7 [12], Mv. 9", HD 4d) make one attack per tentacle per turn. They have a daily jet ability where they move thrice their rate and squirt ink.

Giant Snakes (AC 6 [13], Mv. 20", HD 6d) swallow foes like purple worms. They can also wrap themselves around longships or smaller vessels and constrict them, causing 10% damage per turn.

Giant Squids (AC 7 [12], Mv. 12", HD 6d) have the same jet ability as giant octopuses. They have a shell which covers their stern, and thus has an AC of 3 [16]. Those which are especially large attack like giant snakes but with twice the rate of damage.

SKELETONS**No. 30-300, AC 7 [12], Mv. 6", HD $1\frac{1}{2}$ d, Lair —, TC —**

These undead must be under the control of a mage or anti-cleric, and are usually found where the dead rest though once animated, they might serve to protect some treasure. They need never check morale, and will fight until they die again.

SPECTRES**No. 1-8, AC 2 [17], Mv. 15/30", HD 6d, Lair 25%, TC E**

These ghosts cannot be hit by physical arms, though they can be hit by magical ones. They drain 2 levels of character experience upon scoring a hit, and someone killed by a spectre becomes a spectre themselves under the control of the one who killed them.

TREANTS**No. 2-20, AC 2 [17], Mv. 6", HD 8d, Lair —, TC —**

Treants live in the woodlands and, despite being lawful, do not worry themselves with matters that do not directly impact them. They can animate up to 2 trees within 6" and cause them to move at a rate of 3".

TROLLS**No. 2-12, AC 4 [15], Mv. 12", HD 6d + 3, Lair 50%, TC D**

These monsters can regenerate 3 hit points per turn after 3 turns of not losing any. Their bodies must be burned or otherwise permanently destroyed so that they will not regenerate even after being defeated; if this is not done, they will rise up at 6 hit points. Although they are strong like ogres, they only deal 1 die of damage upon scoring a hit since they fight with only their claws and teeth.

UNICORNS**No. 1-4, AC 2 [17], Mv. 24", HD 4d, Lair —, TC —**

Only maidens can approach, tame, and ride unicorns into battle. They will ignore all other human interactions unless forced. The unicorn fights as a lance when it charges, and thereafter as a spear and heavy horse.

Unicorns have saving throws versus magic as does a mage of the eleventh level (p. 27). They can also sense enemies approaching within 24", and can teleport themselves and their rider up to 36" once per day as though they had cast *Dimension Door*.

VAMPIRES**No.** 1-6, **AC** 2 [17], **Mv.** 12/18", **HD** 7d to 9d, **Lair** 20%, **TC** F

One can only kill a vampire by impaling them through the heart with a wooden stake, exposing them to the sunlight, or immersing them in running water. Besides this, they can only be hit by magic weapons and upon losing all their hit points in this manner, they will simply evaporate and become a cloud of mist.

Vampires also hate garlic, mirrors, and the sight of the cross; upon encountering these, they will immediately retreat. At the end of the night, they return to their coffin whose underside is covered with soil from their native land. Anyone killed by a vampire also becomes a vampire under the service of the one who turned them.

Vampires drain 2 levels of character experience upon a successful hit, and they will restore 3 hit points per turn in battle. They can summon 10-100 rats or bats, or 3-18 wolves. Finally, they can also transform into a giant bat or a cloud of mist.

WEREFOLK**No.** 2-20", **AC** —, **Mv.** —, **HD** —, **Lair** 15%, **TC** C

These are human beings who transform into monstrous versions of wild animals.

Normal weapons cannot harm them, but silver and magic weapons can.

Type	AC	Mv.	HD	Alignment
Werewolf	5 [16]	15"	4d	N/C
Wereboar	4 [15]	12"	4d + 1	N/C
Weretiger	3 [16]	12"	5d	N/C
Werbear	2 [17]	9"	6d	L/N

They live and travel in groups of different sizes: a pack is from 2-4, and a family is from 5-8. Larger groups of up to 20 werewolf are more likely to be a bunch of packs ($\frac{2}{3}$) than several families ($\frac{1}{3}$). Families consist of two adults with children that are each $\frac{1}{2}$ to $\frac{9}{10}$ fully grown. The mother will defend her children at triple strength for four rounds but will lose half her strength afterward. The father will protect its mate at double strength if she is attacked. When the adults are killed, their young who are $\frac{9}{10}$ mature will fight until dead, but the younger offspring are subdued.

Someone who takes half or more possible damage to a werewolf is infected and will become a werewolf of the same type in 2-24 days unless cured by a cleric.

WIGHTS **No. 2-24, AC 5 [14], Mv. 9, HD 3d, Lair 60%, TC B**

These undead drain 1 level of character experience per successful attack. They are unaffected by normal missiles, but silver tipped arrows deal 1 die of damage against them and magic arrows deal 2 dice of damage. They can be hit by magic weapons, and any bonus the weapon has to accuracy is also applied to damage dealt.

WRAITHS **No. 2-24, AC 5 [14], Mv. 12/24, HD 4d, Lair 20%, TC E**

These are like stronger and richer wights. Silver tipped arrows deal half damage (1-3), and magic arrows only deal one die of damage against these.

WYVERNS **No. 1-6, AC 3 [16], Mv. 9/24, HD 7d, Lair 60%, TC E**

These are like smaller dragons with only two legs. Its tail has a poisonous stringer that it will use $\frac{4}{6}$ times, otherwise biting. The tail is prehensile and can reach over its own head.

YELLOW MOLD **No. —, AC —, Mv. —, HD —, Lair —, TC —**

This fungus does one die of damage against exposed skin and corrodes wood, but not stone or metal. Exerting force on it has a 50% chance of causing it to disperse a 1×1 " cloud of spores. Anyone in the cloud must make saving throws against poison or die.

ZOMBIES **No. 30-300, AC 8 [11], Mv. 6, HD 1d, Lair —, TC —**

Like skeletons, zombies are found in graveyards and dungeons after being raised from the dead by some necromancer sort. They always fight to their second death.

OTHER MONSTERS

The list of monsters hitherto is not the final word for your campaign! You may invent all manner of monsters as referees have done since the beginning. Below are examples inspired by popular literature and classic folklore:

- ◆ **Cyclopes:** Giants with poor depth perception, being one-eyed.
- ◆ **Gelatinous Cubes:** Near-transparent creatures tall and wide enough to slot perfectly into any dungeon corridor, and which absorb metal objects like a gelatin salad of swords and shields. They would be hard to hit and have many hit dice.
- ◆ **Juggernauts:** Massive stone statues which ride around on wheels, compelled by a supernatural force to crush anyone and anything in their way.
- ◆ **Living Statues:** Monsters of stone and metal which only come alive if adventurers trespass into their territory. One account tells of an iron statue, armed with poison sword and a whip of cockatrice feathers, who was impervious to all weapons except for those he himself wielded. He also breathed fire.
- ◆ **Salamanders:** Weaker fire elementals which inhabit nature, have an amphibian appearance, and are endowed with free will just as other sentient beings.
- ◆ **Titans:** Giants with some magical abilities, and fine depth perception.
- ◆ **Robots, Golems, Androids:** You know what they are.

CATEGORIES OF TREASURE

Types of treasures are indexed from A-I, and they represent a variety of loot hoarded by the monsters hitherto explained inside their lairs. For classes G and H, roll for gems and jewelry using the two distinct percentages indicated. Each percentage indicates the likelihood of finding a particular treasure (e.g., “1 Map : 50%” is a 50% likelihood).

Individual members of class A also carry their own treasure, and in aggregate have a certain proportion of hostages, the specifics of which are detailed below.

For an explanation of coins, gems, and jewelry, refer to p. 119. For treasure maps and magical items, refer to pp. 96-7.

Human	Treasure	Prisoners
Bandits	2-20 s.p. each	1:10
Brigands	2-20 s.p. each	1:20
Buccaneers	2-12 g.p. each	1:20
Nomads	5-30 s.p. each	1:25
Pirates	2-12 g.p. each	1:10
Zealots	—	—

TC	1,000s c.p.	1,000s s.p.	1,000s g.p.	Gems & Jewelry	Maps or Magic
A <i>Land</i>	1-6 : 25%	1-6 : 30%	2-12 : 35%	6-36 : 50%	Any 3 : 40%
<i>Desert</i>	1-4 : 20%	1-4 : 25%	1-6 : 30%	10-40 : 50%	3 Magic : 60%
<i>Water</i>	—	—	5-30 : 60%	10-60 : 60%	1 Map : 50%
B	1-8 : 50%	1-6 : 25%	1-3 : 25%	1-6 : 25%	Sword, Armor, Or Misc. weapon : 10%
C	1-12 : 20%	1-4 : 30%	—	1-4 : 25%	Any 2 : 10%
D	1-8 : 10%	1-12 : 15%	1-6 : 60%	1-8 : 30%	Any 2 : 20% 1 Potion
E	1-10 : 05%	1-12 : 30%	1-8 : 25%	1-10 : 10%	Any 3 : 30% 1 Scroll
F	—	2-20 : 10%	1-12 : 45%	2-24 : 20%	3 non-weapons : 35% 1 Potion 1 Scroll
G	—	—	10-40 : 75%	G, 3-18 : 25% J, 1-10 : 25%	Any 4 : 40% 1 Scroll
H	3-24 : 35%	1-100 : 50%	10-60 : 65%	G, 1-100 : 50% J, 10-40 : 50%	Any 4 : 20% 1 Potion 1 Scroll
I	—	—	—	2-16 : 50%	Any 1 : 20%
	20 x.p.	100 x.p.	1,000 x.p.		

MAGIC ITEMS & TREASURE MAPS

The following tables are used for the generation of treasure maps and magical items. On the tables below, M# refers to the number indexed as # in the magic map table, whereas T# refers to the item indexed as # on the treasure map table.

1-4	Magical Item or Map	1-8	Magic Map Destinations (M#)
1-3	Magical Item	1-3	Any 1 magical item
4	Map	4-5	Any 2 magical items
<hr/>		6	3 items, no swords
1-10	Maps	7	4 items, 1 potion
1-3	Magic Map	8	5 items, 1 scroll, 1 potion
3-9	Treasure Map	<hr/>	
0	M&T Map	1-8	Treasure Map Destinations (T#)
<hr/>		1	10,000-40,000 silver
1-8	M&T Map Destinations	2	5,000-30,000 gold
1	M1, T1	3	T1 and T2
2	M1, T2	4	T1 and 2-20 gems
3	M4, T3	5	T2 and 5-30 gems
4	Map to M6, T7	6	T1, T2, and 1-100 gems
5	M4, T5	7	10-60 gems and 2-20 jewelry
6	Map to M1, T1	8	T1, T2, and T7
7	M8, T6	<hr/>	
8	M7, T8	All items will be guarded by monsters such as those found on the fifth or sixth levels (p. 131-3).	

CATEGORIES OF MAGIC ITEMS

Subsequent pages deal with the generation of other items such as potions and scrolls, and with details regarding the special abilities and personalities of magical swords.

1-20	Magical Items	Page
1-4	Magic Sword	98
5-7	Magic Armor	104
8	Misc. Magic Weapon	105
9-12	Magic Scroll	106
13-17	Potion	108
18	Magic Ring	110
19	Wand or Staff	112
20	Misc. Magic Item	114
–	Curse Effects	107

MAGIC SWORDS

All bonuses indicated are for to-hit rolls, but only bonuses against specific monsters deal bonus damage. Roll for the magic sword's base specialty, and then refer to the following pages to determine the sword's intelligence and egoism et cetera.

SWORD ALIGNMENT

Each magic sword has a cosmic alignment, as determined using the table on the right. This will affect the abilities of the sword, such as those asterisked.

Characters who pick up a sword of a different alignment than their own take 1-6 points of damage, or 2-12 if the sword's alignment opposes the wielder's own, i.e. if one party is chaotic and the other is lawful. Non-player-characters who are told to pick up swords take half damage since they are not acting of their own volition.

Also, if the sword's intelligence + egoism score exceeds the wielder's intelligence by 6+, then the sword will control the wielder as though they were the sword's own alignment. A lawful character might thus become neutral or even chaotic. Determine the sword's intelligence and egoism scores by referring to the following pages.

HIGHER PURPOSE

One out of ten magic swords were produced by powerful entities for a cosmic purpose. Such swords have an additional special ability based on their alignment. These abilities only work against targets of the sword's higher purpose. For example, if a lawful sword has a higher purpose to slay (chaotic) mages, then it will only be able to paralyze them and their minions, but not other opponents regardless of alignment or type. Finally, its intelligence and egoism are both of the maximum score possible (12).

%	Base Abilities	%	Alignment
01-35	+ 1	01-65	Lawful
36-40	+ 1; +2 vs. Werefolk	66-90	Neutral
41-45	+ 1; +2 vs. magical opponents	91-00	Chaotic
46-50	+1; can cast <i>Locate Object</i>		
51-60	+1; +3 vs. clerics and trolls		
		1-6	Higher Purpose
		1	Slay mages
		2	Slay clerics
		3	Slay fighters
		4	Slay monsters
		5	Defeat Law if chaotic
		6	or Chaos if lawful
		Alignment	Higher Ability
		Lawful	Paralyze chaotic enemies
		Neutral	Add +1 to all saving throws
		Chaotic	Disintegrate lawful enemies

* If chaotic: vs. pegasi, hippogriffs, and rocs.

**If chaotic: vs. treants.

MAGIC SWORD INTELLIGENCE

Each magic sword has an intelligence from 1-12 which determines its mental facilities and its ability to communicate with its wielder.

1-12	# Powers	Special Abilities	Communication
1-6	0	—	None
7	1	—	Empathy
8	2	—	Empathy
9	3	—	Empathy
10	3	—	Speech
11	3	Read Magic	Speech
12	3	Read Magic & 1 Superpower	Telepathy

%	Powers	%	Superpowers
01-15	Note shifting walls and rooms	01-10	Clairaudience
16-30	Detect slopes	11-20	Clairvoyance
31-40	Locate secret doors	21-30	Detect Thoughts
41-50	Detect traps	31-40	Telepathy
51-60	Detect invisible things	41-50	Telekinesis
61-70	Detect evil and/or gold	51-59	Teleportation
71-80	Detect meals	60-68	X-Ray Vision
81-90	Detect magic	69-77	Illusion Generation
91-95	Detect gems (# and size)	78-82	Levitation
96-99	Reroll twice, ignoring this result	83-87	Flying
00	Roll on superpower table	88-92	Healing (1/hour or 6/day)
		93-97	Multiply str. by 1-4 for 1-10 turns
		98-99	Reroll twice, ignoring scores > 97
		00	Reroll thrice, ignoring scores > 97
%	# Languages Spoken		
01-50	One language		
51-70	Two languages		
71-85	Three languages		
86-95	Four languages		
96-99	Five languages		
00	Reroll twice, ignoring 00 if rolled		

MAGIC SWORD EGOISM

Each magic sword with an intelligence score of 7+ also has an egoism score from 1-12. Compare this egoism score to the level of the fighter.

Egoism vs. Level	When Contention Occurs
6 or more	Never; the strongest always prevails.
2-5	During key situations only.
0-1	The two are always in conflict.

The opposite page describes how to handle contention between the magic sword and its wielder, given factors such as the fighter's own strength and intelligence et cetera.

Egoism comes into play when the sword tries to exert its own agency over its wielder, or even attempts to control the wielder's mind. The matrix below is used in cases such as these, where the scores compared are calculated as per the tables farther below.

Score Difference	Chance that Strongest Prevails
6 or more	100%
2-5	75%
0-1	50%

In a situation where the wielder's particular score is only three points higher than that of the sword's, the wielder has a 75% chance of keeping control. If the inverse is true, the wielder has a 25% chance. Compare the total scores below for sword and wielder, then roll to determine which entity exerts control over the other.

Total Sword Score	Total Wielder Score
+ Intelligence score	+ Strength score
+ Egoism score	+ Intelligence score
+ 1 per superpower	+ 1-6 if damaged 0-10%
	- 1-4 if damaged 10-50%
	- 2-8 if damaged > 50%

MAGIC ARMOR

Unlike with normal armor, the bonus of a magic piece of armor is subtracted from the hit dice of an opponent.

If the bonus given by a shield is greater than that of the armor, there is a $\frac{1}{3}$ chance that the opponent's blow will be caught by the shield and the its damage reduction will apply in addition to that of the armor.

%	Magic Armor
01-30	Shield + 1
31-60	Armor + 1
61-75	Above two items
76-83	Shield + 2
84-90	Armor + 2
91-97	Above two items
98-00	Shield + 3

MISCELLANEOUS MAGIC WEAPONS

Unlike with swords, any weapons listed with a bonus apply the bonus to damage scored and not just the to-hit roll. Thus a dagger has a +2/+3 bonus versus goblins and kobolds for both to-hit and damage.

Magic Arrows add 1 pip to the to-hit roll and to the damage roll (total: 2-7 h.p.).

Magic Bows add 1 pip to the to-hit roll. Thus firing a magic arrow from a magic bow results in a total of 2 bonus pips.

Axes can be used as a hand weapon or thrown 3" with the to-hit bonus.

Warhammers can be thrown as axes. Any such arm when wielded by a dwarf deals 2 dice a damage. When hitting a giant, it does an additional 3 damage; otherwise, no damage bonus is applied.

Spears can also be thrown as axes, and if the spear impales the opponent, then damage will be twice or thrice as much.

%	Misc. Magic Weapons
01-25	10 Magical Arrows
26-40	3-30 Magical Arrows
41-55	Dagger: +1 vs. man-sized opponents +2 vs. goblins and kobolds
56-60	Dagger: +2 vs. man-sized opponents +3 vs. goblins and kobolds
61-65	Magic Bow
66-70	Axe +1
71-80	Mace +2
80-85	Warhammer +1
86-89	Warhammer +2
90	Warhammer +3: Dwarves can throw 6" with return
91-96	Spear +1
97-99	Spear +2
00	Spear +3

MAGIC SCROLLS & CURSES

All scrolls contain spells that can be learned and cast by mages regardless of level, though they count as being of the sixth level unless they must necessarily be higher. After reading a spell from the scroll to cast it, the writing on it disappears; hence the spell can only be used once. Protection scrolls can be cast by any literate character.

To find which spells are contained on a scroll, roll 1-6 to determine the spell's level, and then randomly decide the spell of that level which is written on the scroll (p. 28-9). Any scroll has a 25% chance of containing spells usually cast by cleric types (p. 46).

PROTECTION SCROLLS

PROTECTION FROM WEREFOLK

Turns 6, Range 1"

This spell will protect the user and others in range.

PROTECTION FROM UNDEAD

Turns 6, Range 1"

This spell works as the one against werewolf, except modified by the undead's hit dice. 2-24 undead with HD 1-3 can be affected; or 2-12 with HD 4-5; or 1-6 with HD 6+.

PROTECTION FROM ELEMENTALS

Turns 4, Range 1"

This spell works as above against elementals, albeit for a shorter duration.

PROTECTION FROM MAGIC

Turns 8, Range 1"

This is a superior anti-magic spell that prevents all magical effects from bypassing the radius surrounding the user. The area will move with the user.

1-20		Scrolls	1-8		Curses
1-4		1 spell	1-2		Any monster, referee's choice
5-7		2 spells	3-4		Disease, must be healed in 3 turns
8-9		3 spells	5-6		Polymorph into an insect
10		7 spells	7		Teleportation 1,000 miles away
11-12		1 curse	8		Teleportation to another planet
13-14	Protection from Werewolf		Curses take effect right after the scroll containing it is read. In order to incentivize reading, scrolls might disappear if not read by the adventurers. Each has radius of effect of 3".		
15-16	Protection from Undead				
17-18	Protection from Elementals				
19-20	Protection from Magic				

POTIONS

Potions might last for 7-12 turns, and some can be partly drank for partial effect.

Growth grows one to 30 feet in height, in proportion to their body.

Shrinkage shrinks one to $1\frac{1}{2}$ foot.

Giant Strength allows one to deal 2 dice of damage.

Gaseous Form allows one to penetrate any non-air-tight space, provided they leave behind their gear.

Speed allows one to move twice as fast.

Delusion will cause the user to believe it is any other type of potion desired, and the potion appears as such.

Healing will restore 2-7 hit points of damage, as *Cure Wounds* does.

Longevity will reduce one's age by ten years, countering the effects of a Staff of Withering (p. 112).

Animal Control allows one to control 6-36 small animals, 2-6 medium animals, or 1-6 large animals.

Undead Control allows one to command 2-8 undead of HD 1d-4d or 1-4 of 4d+.

Plant Control allows one to control 1-6 plants or any ground-covering plants in a 1" square area for up to 6".

Human Control has the same effect as *Charm Person* does, except that it affects 1-12 persons with HD 1d-3d, 2-8 of HD 4d-6d, 1-4 of HD 7d-9d, or 1 of HD 10d+.

Giant Control allows one to control 1-4 giants, though they can attempt saves.

Dragon Control allows one to command 1-3 dragons of one of the six types.

Invulnerability grants a bonus of +2 to defense and saving throws.

Fire Resistance causes the user to not be harmed by fire, gives a +2 bonus on saving throws against fire balls and dragon breath, and subtracts -1 from damage dealt by those or by ~~Balrogs~~.

Treasure Finding works within 36".

Heroism turns nobodies into heroes, and increases level of fighters 5-7 to 7-9 (+2), or of fighters 8-10 to 9-11 (+1).

%	Potions (01-60)	%	Potions (61-00)
01-04	Growth	61-64	Undead Control
05-08	Shrinkage	65-68	Plant Control
09-12	Giant Strength	69-72	Human Control
13-16	Invisibility	73-76	Giant Control
17-20	Gaseous Form	77-80	Dragon Control*
21-24	Polymorph Self	81-84	Longevity
25-28	Speed	85-88	Invulnerability
29-32	Levitation	89-92	Fire Resistance
33-36	Flying	93-96	Treasure Finding
37-38	Detect Thoughts	97-00	Heroism
39-40	Delusion		
41-44	Healing		
45-48	Poison*		
49-52	Clairvoyance		
53-55	Clairaudience		
56-60	Animal Control		

* The referee ought to mislead the players as to this potion being poisonous by rolling for the appearance of another potion listed. However, if investigated, the true effects of the potion will become apparent!

* The referee ought to roll for which one of the six dragon types the potion will affect.

MAGIC RINGS

One ring may be worn on each hand, and can be worn by any character. Descriptions below are only for rings whose effects are unlike those defined for spells and potions.

Mammal Control allows the wearer to control 3-18 small mammals or 1-8 large mammals within 6". Monsters excluded.

Protection adds 1 pip to defense and saving throws.

Three Wishes is what it says on the tin. The referee ought to exploit loopholes to avoid giving players too much power, e.g. if a player asks for more wishes, throw that player back into time to when they first found the ring.

Delusion makes the wearer believe see whatever they desire or believe.

Regeneration restores 1 hit point per turn, even if the wearer is killed (though unless their body is burnt or otherwise utterly destroyed, as a troll).

Djinn Summoning allows the wearer to summon a djinn monster immediately. The djinn is the ring-wearer's servant.

Telekinesis allows the user to cast the *Telekinesis* spell as a tenth-level mage.

X-Ray Vision allows the wearer to see through up to 10' of rock or 6" of iron. Lead and gold do not work, and it takes one turn to investigate a 1" square area.

Spell Turning causes all magical spells, including those of dragons and of clerics (but not the *Finger of Death* in particular) to turn against the caster who caused it. Roll percentile dice to figure out what % of the magical effect is turned against the spell's original caster. Does not work on wands or staffs, but only spoken spells.

Spell Storing contains 1-6 spells of the first to sixth levels. Upon wearing it and thinking of spells, the wearer will know what spells are stored, though they may only be restored by clerics or mages.

There is a 10% chance it has cleric spells, and a 10% chance for anti-cleric spells.

%	Magic Rings (01-80)	%	Magic Rings (81-00)
01-09	Invisibility	81-85	Protection (5' radius)
10-15	Mammal Control	96-90	Regeneration
16-21	Human Control	91-92	Djinn Summoning
22-30	Weakness	93-94	Telekinesis
31-39	Protection	95-96	X-Ray Vision
40-49	Three Wishes	97-98	Spell Turning
50-60	Delusion	99	Spell Storing
61-70	Water Walking	00	Many Wishes (4-24 count)
71-80	Fire Resistance		

WANDS & STAFFS

As indicated by the tables on the right, an item of this category has a 70% chance of being a wand and a 30% chance of being a staff. Only mages can use wands, while individual staffs vary as to who can wield them. Cone effects emanate from the wand up to 6" away at a base of 3".

Detect Metal points towards any mass of metal and indicates what type it is.

Detect Enemy reveals any hidden or invisible enemies within 6" that are aware of your presence.

Detect Magic works within 2".

Detect Doors & Traps works within 2".

Illusion has an effect like *Phantasmic Forces* without requiring concentration.

Fear affects creatures in a cone, who must make a saving throw or else flee.

Cold projects a cone-shaped icy wind; a successful save halves damage.

Negation negates the effects of wands or of staffs, though the latter at a $\frac{3}{4}$ rate.

Staff of Healing restores 2-7 hit points per person per day (many people/day).

Staff of Commanding has the combined effects of *Animal/Plant/Human Control*.

Staff of Snakes adds 1 pip to to-hit and damage rolls, and can also transform into a snake and wrap itself around a normal-sized opponent for 1-4 turns.

Staff of Striking scores 2-12 hit points of damage upon a successful hit.

Staff of Withering scores 1-6 hit points of damage and ages the victim 10 years.

Staff of Power combines the abilities of *Continual Light*, *Cold*, *Telekinesis*, *Fire Ball*, *Lightning Bolt*, and *Striking*. The user may also spend all charges to deal that many points of damage times eight, distributed across all creatures within 3". It also allows the wearer to summon 1-4 elementals of the same random type (air, earth, fire, or water).

Staff of Wizardry explained on the right...

%	Wands (01-70)	%	Staffs (71-00)
01-15	Detect Metal	71-80	Staff of Healing*
16-20	Detect Enemy	81-85	Staff of Commanding
21-25	Detect Magic	86-90	Staff of Snakes*
26-30	Detect Doors & Traps	91-95	Staff of Striking
31-35	Illusion	96-97	Staff of Withering*
36-40	Fear	98-99	Staff of Power**
41-45	Cold	00	Staff of Wizardry**
46-50	Paralyzation	Staffs have 200 charges and deal 8 damage dice.	
51-55	Fire Ball	* Usable by clerics only.	
56-60	Lightning Bolt	**Usable by mages only.	
61-65	Transformation		
66-70	Negation		

Wands have 100 charges. Only mages may use.
They deal 6 damage dice.

Staff of Wizardry combines the abilities of *Staff of Power*, *Paralyzation*, *Passwall*, *Invisibility*, *Whirlwind* (the Djinn ability), *Firewall*, and *Webs* as given on the right. It also adds 1 pip to to-hit rolls in the same way that a magical sword does.

Webs (for *Staff of Wizardry*) cover an area of 1× 1× 2". It will take giants and such two turns to break through them, and smaller creatures will take longer. However, a flaming sword can slash through them in just one turn.

MISCELLANEOUS MAGICAL ITEMS

Crystal Balls can be used thrice daily, and long use necessitates a day of rest.

They do not work as well over a long distance, for an unfamiliar subject, or when the subject is blocked by lead.

Thought Detection Amulets have a $\frac{1}{6}$ chance of malfunctioning each attempt.

Scarabs of Protection from EPs protect the wielder from *Finger of Death* spells. It can be used up to twelve times.

Bags of Holding can contain 10,000 g.p. in weight as if they were only 300 pieces. Objects of size $10 \times 5 \times 3'$ can be stuffed into the bag at a weight of 600 g.p.

Elemental Control Devices allows the user to summon an elemental of 12 HD. It takes one turn to set up the device, to summon an elemental, or store it away.

Efrete Bottles will summon an efreet that will serve the user for 1,001 days.

Displacer Cloaks distort light so that the wearer appears 1" away from where they stand. +2 to defense and saves.

Elven Cloaks & Boots make the user invisible and silent, respectively.

Boots of Speed makes the speed of the user as that of a light horse for one day. The user must then rest.

Boots of Levitation work as the spell but with no limit as to duration.

Boots of Movement allow one to travel an extra hex per day while walking, and leap 3" forward up to 1" in the air.

Brooms of Flying allow two passengers to fly 24"/turn after a password is given. It can be summoned by the password within 24" of the summoner.

Helms of Reading allow one to read any script, magical or otherwise. This has the effects of *Reading Languages/Magic*.

Helms of Telepathy allow the wearer to hear the thoughts of any creatures in 9". If the wearer's intelligence exceeds that of the target, the wearer can suggest an action to the target such that the action will have a +2 likelihood in happening.

%	Misc. Magical Items (01-62)	%	Misc. Magical Items (63-00)
01-04	<i>Crystal Ball</i>	63-67	Broom of Flying
05-06	<i>Crystal Ball with Clairaudience</i>	68-72	Helmet of Reading
07	<i>Crystal Ball with Detect Thoughts</i>	73-75	Helmet of Telepathy
08-12	Thought Detection Medallion (3")	76	Helmet of Teleportation
13-15	Thought Detection Medallion (6")	77-87	Helmet of Opposition
16-18	Amulet of Protection vs. Above	88	Flying Carpet
19-24	Scarab of Protection from EPs	89	Drums of Panic (24")
25-29	Bag of Holding	90	Horn of Blasting (10")
30	<i>Censor to control A. Elementals</i>	91-97	Gauntlets of Ogre Power
31	<i>Stone to control E. Elementals</i>	98-99	Girdle of Giant Strength
32	<i>Brazier to control F. Elementals</i>	00	<i>Mirror of Life Trapping</i>
33	<i>Bowl to control W. Elementals</i>		
34-35	Efrete in a Bottle		
36-38	Displacer Cloak		
39-47	Elven Cloak & Boots		
48-52	Boots of Speed		
53-57	Boots of Levitation		
58-62	Boots of Movement		

Magical items that are *italicized* can be only be used by magical character types.

Helms of Teleportation require that the wearer also ready a *Teleportation* spell.

It then allows the magic-user to teleport themselves endlessly across the cosmos.

Helms of Opposition reverse the given alignment of the wearer, or if the wearer is neutral then they will randomly switch to a lawful or chaotic alignment. Then the wearer, under the helm's influence, will refuse to take it off.

Flying Carpets can transport up to three passengers at 18"/turn, although it flies at 30"/turn if only one person is riding it. Works as a broom of flying otherwise.

Drums of Panic force targets of HD 5 or less to make a saving throw versus magic or else flee the encounter. The effect has a radius of 1" only.

Horns of Blasting has the effect of a double bombard on physical structures, deal 2-12 damage, and deafen creatures. The sound travels in a cone 10" from the horn with a 2" base.

Gauntlets of Ogre Power give the user the strength and damage rate of an ogre, though they do not improve to-hit rolls.

Girdles of Giant Strength give the user the strength and accuracy of a hill giant, if these things exceed the user's own

Mirrors of Life Trapping trap the souls of a human-sized target that looks into it, including undead. Up to 20 souls can be trapped in the same mirror, and they can talk to the magic-user. They are trapped until released by the magic-user or until the mirror is broken. An unsuspecting person has a 90% of being entrapped, and this is inverse for a knowing person. The magic-user cannot do anything else while operating the mirror. Range of 1".

MAGIC ITEM SAVING THROWS

When someone holding a magical item dies to fire or lightning, or when an unequipped magical item is impacted by those things, make saving throws for the following types of items in the same manner as saving throws for characters (meet or exceed the score by rolling a twenty-sided die). Upon failing the save, that item is destroyed.

Magical Item	Score	Special Conditions
Staff of Power	10	—
Staff of Wizardry	12	—
Fire Ball Wand	14	Save versus 16 if struck by a lightning bolt.
Lightning Bolt Wand	14	Save versus 16 if struck by a fire ball.
Ring of Fire Resistance	10	Save versus 12 if struck by a lightning bolt.
Ring of Protection	12	—
Magic Armor +1	14	—
Magic Armor +2	12	—
Magic Armor +3	10	—
Magic Helms	3	Check whenever user is hit, not just upon death.

Items that are not listed above shall be immediately destroyed instead.

ARTIFACTS

Artifacts are exceptionally powerful and rare magical items whose effects must thus be defined judiciously by the referee. Examples of powerful artifacts might include a time machine, a stone crystallization projector, a set of magical regalia, et cetera. If saving throws are allowed for artifacts, they ought to be limited and also require a high score.

Each artifact is aligned with either Law or Chaos, so if a character of the opposite alignment (or even a neutral character) touches it, then they shall face consequences such as those listed below.

1-6	Consequence
1	Instant death.
2	Paralysis.
3	Loss of 6 levels.
4	Loss of 4 levels.
5	Insanity for 1 month.
6	10-60 hit points of damage.

METALS, GEMS, & JEWELS

One piece of gold is worth 10 pieces of silver or 50 pieces of copper. Electrum might be twice or half the value of gold if it is present in the game, and platinum would be five times as valuable as gold.

Roll a die for each gem, or for every 5 or 10 gems if you are dealing with large quantities. Each roll of 1 indicates that the gem is of the next higher category. Categories above 1,000 gold pieces are listed but they are not indexed with the initial determination from 1-20.

Although metal will be destroyed by fire or lightning, fire will not destroy gems but for 10% of the time if the referee decides as such. Jewelry is impervious to fire and lightning, but it will be devalued by 25% if it is touched by either.

1-20	Value of Gems
1-2	10 gold pieces.
3-5	50 gold pieces.
6-15	100 gold pieces.
16-18	500 gold pieces.
19-20	1,000 gold pieces.
—	5,000 gold pieces.
—	10,000 gold pieces.
—	25,000 gold pieces.
—	50,000 gold pieces.
—	100,000 gold pieces.
—	500,000 gold pieces.

1-20	Value of Jewelry
1-4	300-1,800 gold pieces.
5-16	1,000-6,000 gold pieces.
17-20	1,000-10,000 gold pieces.

Underworld Dungeon Layout.....	122
Underworld Dungeon Stocking.....	126
Underworld Adventures	128
Underworld Encounters	130
Wilderness Adventures.....	134
Wilderness Encounters	136
Wilderness Castles	142
Wilderness Evasion	144
Wilderness Pursuit	145
Character Upkeep.....	146
Castle Territories	147
Castle Construction.....	148
Castle Employees.....	150
Fantasy World Advice	152
Ground Combat.....	153
Aerial Combat.....	154
Nautical Combat	158
Passages of Time	166

CHAPTER III

FANTASY ADVENTURES

UNDERWORLD ADVENTURES

Before beginning a campaign that takes place in the Underworld, you ought to draw out vast dungeons and labyrinths for your players to navigate using graph paper or some other material. The foremost principle of dungeon design is to keep the layout interesting for your players.

There should be numerous levels of the dungeon which go out in all directions, and which are not quite stacked neatly on top of one another. You ought to construct at least three levels to begin with, noting entrances into other levels (stairs, trapdoors, slanting passages, etc.). Then on the lowest level of the dungeon, you ought to leave room for players to descend into even lower levels in the future.

Throughout the dungeon, obscure areas and fabulous treasures should be hidden and hard to find. The layout of a level affects the route most traveled by players, and you should take into the passages and rooms most frequently explored by players to design the rest of the dungeon.

The fear of death is the most exciting part of this game, in that players risk the lives of their characters to explore the dangerous Underworld in search of rare treasures. Therefore you should include as many tricks and traps as is fair for the adventurers. Keep in mind that monsters live in the dungeon, and survive these! For example:

- | | | |
|--------------------------|-----------------|-----------------------|
| ◆ False stairways | ◆ Sinking rooms | ◆ Dead-end passages |
| ◆ Slanting passages | ◆ Illusions | ◆ One-way doors |
| ◆ Misleading stairways | ◆ Mind control | ◆ Confusing caverns |
| ◆ Teleportation triggers | ◆ Geas area | ◆ Distorted corridors |

THIS PAGE INTENTIONALLY LEFT BLANK.

THIS PAGE INTENTIONALLY LEFT BLANK.

THIS PAGE INTENTIONALLY LEFT BLANK.

STOCKING DUNGEONS

More rooms will be uninhabited than will be occupied by monsters or even humanfolk. Determining where monsters shall be placed, and whether they guard any treasure, is a very difficult task when faced with a whole dungeon. Therefore you ought to place the most significant treasures ahead of time, with or without guardians, and then switch to a random determination of monsters and treasures for the rest of the dungeon.

There is a $\frac{2}{6}$ chance of any dungeon room being occupied by monsters. You may use the *Monster Matrix* table to select monsters found in that particular room, and determine the number appearing by considering the level of the dungeon and the specific kind of monster occupying the space.

Then, there is a $\frac{3}{6}$ chance that monsters are guarding treasure (alternatively, on a roll of 1 on the initial roll).

Unoccupied rooms have a $\frac{1}{6}$ chance of containing secret treasure, perhaps hidden inside a secret compartment or locked inside a trapped chest.

Level	Silver Pieces	Gold Pieces	Gems or Jewelry*	Magic Items*
1	1-6 × 100	1-6 × 10	05%: 1-6	05%
2-3	1-12 × 100	1-6 × 100	10%: 1-6	05%
4-5	1-6 × 1,000	1-12 × 200	20%: 1-6	10%
6-7	1-6 × 2,000	1-6 × 500	30%: 1-6	15%
8-9	1-6 × 5,000	1-6 × 1,000	40%: 1-12	20%
10-12	1-6 × 5,000	1-6 × 2,000	50%: 1-12	25%
13+	1-6 × 10,000	1-6 × 5,000	50%: 1-12	30%

* Percentiles are the likelihood that the item is present; the die roll, if given, is the quantity thereof.

UNDERWORLD EXPLORATION

Convert tabletop movement rates to tens of feet. Two moves constitute a ten-minute turn, or 240 feet for an unencumbered figure, except during chases where moves are doubled and mapping is not allowed. One turn every hour must be spent resting, or two turns after a chase.

Time spent searching an area, loading treasure, listening behind a door, detecting thoughts, hiding from monsters, and so on will be determined by the referee relative to the duration of a turn. For example, detecting thoughts will take only a quarter turn, whereas searching a ten foot segment of a wall for secret passages will take a full turn. There are also ten rounds of combat per turn.

Doors in the dungeon must generally be forced open at a roll of $\frac{2}{6}$ per character, or at a roll of $\frac{1}{6}$ for smaller characters like dwarves or halflings. Up to three characters can attempt to open a door together, but anyone on the opposite side shall certainly notice. Doors will usually shut close after being opened by players, although they will open automatically for monsters if they are not being held in place by the player-characters. One can try to wedge open a door with spikes, but the spikes will slip $\frac{2}{6}$ times.

Characters can listen at a door to detect sound on the other side, at a roll of $\frac{2}{6}$ for dwarves, elves, or halflings and a roll of $\frac{1}{6}$ for anyone else. The undead are silent.

Everyone has a $\frac{2}{6}$ chance of detecting a secret passage, except for elves who have a $\frac{4}{6}$ chance when searching, and will detect them automatically at the usual rate of success ($\frac{2}{6}$) just by passing them.

Traps or pits only have a $\frac{2}{6}$ chance of triggering per character that passes over them.

Some light source or other means of sight must be used in the pitch black Underworld. Torches, lanterns, and magic swords serve this purpose, but they also alert monsters as to the presence of the characters so that they cannot be surprised unless they are coming through a door. Monsters themselves generally have infravision as long as they are not in the service of a player-character.

Fire Balls and *Lightning Bolts* will bounce off walls back towards the caster who shot them. 1 foot of stone wall may be destroyed for every 10 feet that the range is too short, and then the missile will only rebound half the left-over distance from being cast.

SIGHT & SURPRISE

Players see monsters at 20-80 feet if they are not surprised by the monster, in which case the monsters appear at 10-30 feet instead. A party whether player or monster can only be surprised if it is unaware of the presence of the other party, in which case there is a $\frac{2}{6}$ chance that the party is surprised. Light, noise, and thought-detection will alert the party of the other's presence and negate the possibility of surprise.

A party that surprises another has the advantage of a first move, whether to run away, cast a spell, or ambush the other party. Monsters that have the element of surprise will either approach the players or attack them.

WANDERING MONSTERS

After each turn, there is a $\frac{1}{6}$ chance that a monster wanders in the party's direction, as checked by the referee. The direction of the monster's appearance is random.

UNDERWORLD ENCOUNTERS

Use the tables here to determine the wandering monster encountered by the players. Provided that the level of the dungeon corresponds with that of the monster, the number of monsters that appear will be based on the specific creature and the number of adventurers in the party. A party of 1-3 adventurers would draw the basic number of monsters, 4-6 would bring twice as many, and so on. The referee should use their discretion because this could be affected by any number of factors. There are dungeons inhabited by up to 300 goblins, but how many could fit abreast in a typical passageway, and how many would the party run into anyway? Even the strongest fighter in the world can be overwhelmed by sheer numbers of otherwise weak monsters!

Monsters will automatically attack or pursue any adventurers they detect, unless they recognize the party as an obviously superior force. There is no chance of avoiding a fight if the monster has surprised the party and is within 20 feet, and if the adventurers choose to flee an encounter, the monster will pursue them as long as there is no more than a distance of 90 feet between them. Monsters only follow players around a corner or past a door or up the stairs (or down) $\frac{2}{6}$ of the time. There is also a 90% chance that an unintelligent monster will be distracted by dropped food, 10% for intelligent ones, or finally 50% for semi-intelligent ones. Treasure has the opposite effect, being more likely to distract intelligent monsters. Finally, burning oil will scare off many monsters from pursuing the adventurers.

Outside of pursuits, intelligent monsters act according to the score of 2 dice modified by plusses or minuses based on charisma, bribes offered, alignment compatibility, etc. Results from 2-5 are negative, from 6-8 are uncertain, and from 9-12 are positive.

Dungeon Level		Roll 1-6					
		1	2	3	4	5	6
1	Monster Level Table to Consult (pp. 132-3):	I	I	II	II	III	IV
2		I	II	III	III	IV	V
3		II	III	IV	IV	V	VI
4-5		III	IV	IV	V	V	VI
6-7		IV	V	V	V	VI	VI
8-9		V	V	VI	VI	VI	VI
10-12		V	VI	VI	VI	VI	VI
13+		VI	VI	VI	VI	VI	VI

1-8	Level I	1-10	Level II	1-10	Level III
1	Bandits	1	Berserkers	1	Ants, Giant
2	Centipedes	2	Conjurers	2	Heroes
3	Goblins	3	Ghouls	3	Hogs, Giant
4	Kobolds	4	Gnolls	4	Magicians
5	Orcs	5	Hobgoblins	5	Ochre Jelly
6	Rats, Giant	6	Lizards	6	Snakes, Giant
7	Skeletons	7	Theurgists	7	Swashbucklers
8	Spiders	8	Toads	8	Thaumaturgists
		9	Warriors	9	Weasels, Giant
		10	Zombies	10	Wights

1-10	Level IV	1-12	Level V	1-12	Level VI
1	Beetles, Giant	1	Cockatrices	1	Balrogs
2	Enchanters	2	Hydra (6-8 heads)	2	Basilisks
3	Evil Priests	3	Manticores	3	Chimerae
4	Gargoyles	4	Medusae	4	Dragons
5	Myrmidons	5	Minotaurs	5	Evil Patriarchs*
6	Ogres	6	Mummies	6	Giants
7	Scorpions, Giant	7	Sorcerers	7	Gorgons
8	Werewolf	8	Superheroes	8	Hydra (9-12 heads)
9	White Apes	9	Spectres	9	Lords
10	Wraiths	10	Trolls	10	Purple Worms
		11	Wyverns	11	Vampires
		12	Wyverns	12	Wizards*

* Accompanied by 1-4 apprentices (Enchanters or Evil Priests) and 1-6 bodyguards of the fighting type, each of a level from 4-6.

You may also consider the following monsters, depending on the level and the party's surroundings: giant crabs, giant leeches, giant octopodes, crocodiles, sea monsters, giant squids, nixies, mermen, griffons, pterodactyls, rocs, invisible stalkers, cyborgs, robots, androids, shadows, and doppelgängers.

WILDERNESS ADVENTURES

The Wilderness is a frontier region consisting of unexplored land, cities and castles, and the areas surrounding the castles which house dungeons. The referee must have a ground map of the region's dungeons, a map of the terrain surrounding them, and then a map of the settlement closest to the dungeons where the party will likely be based.

The terrain beyond the party's immediate surroundings should be known only to the referee, who may use the playing map from the tabletop game *OUTDOOR SURVIVAL* (Avalon Hill, 1972) to run adventures in the wild. Players may meanwhile keep a blank hex map which they draw over as they explore the strange and unfamiliar Wilderness.

MOVEMENT

The greatest distance across a hex is 5 miles, and each movement rate (Mv.) on the opposite page constitutes one game day and one turn. Horsed parties move only as fast as a draft horse, and flying vehicles move at half their rate while exploring. Each type of terrain has a movement cost, also listed on the opposite page, which equals how many points of daily-allotted movement it costs for a party to traverse a hex of that type.

REST & RANDOM EVENTS

All creatures must rest one day of the week. Dragons may instead travel on foot for 3 weeks (21 days) and then sleep for 1 week, or sleep for 3 weeks if they traveled by air. At the end of each day-turn, the referee rolls to see if a random event occurs, such as the party getting lost or encountering monsters (p. 136)

Vehicles	Mv.	Vehicles (Flying)	Mv.	Terrain	Cost
Foot	3	Balrog	3	Clear	1
Wagon or cart	4	Dragon	4	Deserts	2
Horse, draft	5	Griffon	5	Mountains	3
Horse, heavy	6	Hippogriff	6	River (w/ ford)	1
Horse, medium	8	Roc	8	River (w/o ford)	3
Horse, light	10	Pegasus	10	Swamp	3
Raft*	10	Broom	10	Woods	2
Boat*	15	Carpet	15	Roads*	- 1
Merchant ship	12	Efrete	12	Party of 100+	+ 1
Galley*	20	Djinn/air elemental	20	Party of 1,000+	+ 2

* These naval vehicles can move through swamps.

* Only applicable to swamps, woods, and mountains.

WILDERNESS ENCOUNTERS

At the end of each turn (i.e. after each day), the referee rolls one 6-sided die to see if a random encounter happens or if the party gets lost. Convert inches to tens of yards.

Players will spot monsters at 40-240 yards away, unless the monster has surprised the players in which case it will be spotted at 10-30 yards away. Monsters that are 10 yards away can attack. Two encounter checks are made for aerial and aquatic travel.

If the party becomes lost, the referee rolls a die to see in which way the party wanders. The party may then correct their course by one direction change, which means that the party only has a $\frac{3}{6}$ chance of ending up in a different hex than they originally intended.

		Clear	Desert	Mtns.	River	Swamp	Woods	City
	Encounter:	1	1-2	1-3	1-2	1-3	1-2	—
1-8	Lost:	6	4-6	5-6	6	4-6	5-6	—
1		Aerial	Aerial	Aerial	Aerial	Aerial	Folk	Folk
2		Animals	Animals	Animals	Animals	Aquatic	Aerial	Folk
3		Animals	Dragons	Dragons	Aquatic	Dragons	Fantasy	Undead
4		Dragons	Fantasy	Dragons	Aquatic	Fantasy	Werewolf	Undead
5		Fantasy	Folk	Fantasy	Dragons	Folk	Werewolf	—
6		Folk	Folk	Fantasy	Fantasy	Werewolf	Folk	—
7		Folk	—	Folk	Folk	Undead	Animals	—
8		Werewolf	—	Werewolf	Werewolf	Undead	Dragons	—

Refer to pp. 138-41 for each category and subcategory of wilderness encounter.

Encounter Type	Page #
Aerial	139
Animals	141
Aquatic	139
Dragons	139
Fantasy	140
Folk	138
Undead	140
Werewolf	140

Any fighter, mage, or cleric in the Wilderness will have a posse of 2-12 less experienced characters, each from the first to fourth level of their respective class. They are likely to have some magic items on hand, based on their class:

Chance	Fighter Item	Chance	Mage Item	Chance	Cleric Item
50%	Sword	60%	Wand	40%	Weapon
25%	Shield	30%	Ring	30%	Staff
25%	Armor	20%	Misc. Magic Item	20%	Shield
				10%	Armor

1-12	Regular Folk	1-12	Desert/<u>Martians</u>	1-12	Mountain Folk
1	Bandits	1	Lord	1	Bandits
2	Bandits	2	Nomads	2	Berserkers
3	Bandits	3	Nomads	3	Berserkers
4	Berserkers	4	Nomads	4	Brigands
5	Brigands	5	Wizard	5	Evil Patriarch
6	Brigands	6	Zealots	6	Lord
7	Evil Patriarch	7	<u>Black Martians</u>	7	Necromancer
8	Lord	8	<u>Green Martians</u>	8	Patriarch
9	Necromancer	9	<u>Green Martians</u>	9	Superhero
10	Patriarch	10	<u>Red Martians</u>	10	Troglodytes
11	Superhero	11	<u>White Martians</u>	11	Troglodytes
12	Wizard	12	<u>Yellow Martians</u>	12	Wizard

1-6	Sea Folk
1	Buccaneers
2	Buccaneers
3	Buccaneers
4	Merfolk
5	Pirates
6	Pirates

1-12	Aerial	1-12	Aquatic	1-12	Dragon
1	Balrogs	1	Crabs, Giant	1	Balrogs
2	Chimerae	2	Crocodiles	2	Basilisks
3	Dragons	3	Dragon Turtles	3	Chimerae
4	Griffons	4	Fish, Giant	4	Cockatrices
5	Hippogriffs	5	Leeches, Giant	5	Hydra (7-12 heads)
6	Hippogriffs	6	Merfolk	6	Dragons, Black
7	Manticores	7	Nixies	7	Dragons, Blue
8	Pegasi	8	Nixies	8	Dragons, Gold
9	Pegasi	9	Octopuses, Giant	9	Dragons, Green
10	Rocs Rocs	10	Sea Monsters	10	Dragons, Red
11	Wyverns	11	Snakes, Giant	11	Dragons, White
12		12	Squids, Giant	12	Wyverns

1-12	Fantasy	1-4	Werewolf	1-8	Undead
1	Kobolds	1	Werebears	1	Skeletons
2	Goblins	2	Wereboars	2	Zombies
3	Orcs	3	Weretigers	3	Ghouls
4	Hobgoblins	4	Werewolves	4	Wights
5	Gnolls			5	Wraiths
6	Ogres			6	Mummies
7	Trolls			7	Spectres
8	Giants			8	Vampires
9	Dwarves				
10	Elves				
11	Gnomes				
12	Treants				

1-12	Basic Animals	1-12	Mars Animals	1-12	Mount. Animals
1	Apes	1	Apts	1	Cave Bears
2	Ants	2	Banths	2	Cave Bears
3	Beetles	3	Banths	3	Dire Wolves
4	Boars	4	Calots	4	Dire Wolves
5	Centipedes	5	Darseen	5	Mammoths
6	Lions	6	Orluks	6	Mastodons
7	Lizards	7	Sith	7	Sabretooth Tigers
8	Scorpions	8	Tharks	8	Sabretooth Tigers
9	Snakes	9	Tharks	9	Spotted Lions
10	Spiders	10	Thoats	10	Spotted Lions
11	Toads	11	Thoats	11	Wooly Rhinos
12	Weasels	12	White Apes	12	Titanotheres

1-8	Swamp Animals	1-8	Woods Animals!?
1	Brontosaurus	1	Centaur
2	Pterodactyl	2	Dryads
3	Pterodactyl	3	Gorgons
4	Stegosaurus	4	Manticores
5	Triceratops	5	Medusae
6	Triceratops	6	Minotaurs
7	Tyrannosaurus Rex	7	Pixies
8	Tyrannosaurus Rex	8	Unicorns

WILDERNESS CASTLES

There is a $\frac{3}{6}$ chance that the occupants of a castle will meet the adventurers if they are passing through the hex. Otherwise, there is a $\frac{2}{6}$ chance if adjacent to the hex, or $\frac{1}{6}$ if the party is two hexes away. If the party is on the castle hex and they hail the occupant, the latter will always come forth if the party appears neither formidable nor hostile.

Determine the castle's occupant using the table on the right. Patriarchs are always lawful and evil high priests are always chaotic, but other owners will either be hostile or neutral towards the party (50-50 either way).

Fighters will demand a jousting match or a toll of 100-600 gold from the party. Upon failure, the occupant of the castle will take the loser's armor. However, upon success, the occupant will host the entire party for up to one month, supply them with two weeks of rations, and provide heavy warhorses if the party so requires.

Mages will try to force the party via a *Geas* spell to look for treasure, with the mage taking at least of all treasure gained and the first choice of magical items. They prefer miscellaneous magic, wands/staves, or rings (in that order) over other magical items. Otherwise, they require a toll: a magic item or 1,000-4,000 gold.

Clerics require passerbys to give a tithe (10%) of all their money and treasure or, if this is not possible, they will instead compel the party to pursue a lawful or chaotic *Quest*. Evil Patriarchs will try to slay lawful or neutral passerbys who do not give tithes.

Hostile occupants will pursue the party $\frac{3}{6}$ of the time, or $\frac{1}{6}$ if they are neutral.

After determining the castle's occupant, roll from 1-4 to determine their entourage, and then roll on the superscripted range for how many figures of that type are present.

Occupant's Entourage					
1-6	Occupant	1	2	3	4
1	Lord	Champions ¹⁻⁸	Griffons ¹⁻⁶	Myrmidons ¹⁻¹⁰	Giants ¹⁻⁴
2	Superhero	Myrmidons ¹⁻⁸	Rocs ¹⁻⁴	Ogres ¹⁻⁴	S'bucklers ¹⁻¹⁰
3	Wizard	Dragons ¹⁻⁴	Balrogs ¹⁻⁴	Wyverns ¹⁻⁴	Basilisks ¹⁻⁴
4	Necromancer	Chimeræ ¹⁻⁴	Manticores ¹⁻⁶	Werewolf ¹⁻¹²	Gargoyles ¹⁻¹²
5	Patriarch	Heroes ¹⁻²⁰	Superheroes ¹⁻⁶	Treants ¹⁻¹⁰	Hippogriffs ¹⁻⁸
6	Evil Patriarch	Trolls ¹⁻¹⁰	Vampires ¹⁻⁶	White Apes ¹⁻²⁰	Spectres ¹⁻¹⁰

There will be 30-180 soldiers guarding the walls of the castle, one-half of which will be light footmen armed with crossbows, and the rest will be heavy foot. Castle occupants who are accompanied with personal guards capable of horse-riding (or able to move as fast as a horse by themselves) will themselves be mounted, as will their guards. There is also a chance that there will be others in the owner's party:

Fighter (1-2)	%	Mage (3-4)	%	Cleric (5-6)	%
Mage (lvl. 5-8)	25%	Fighter (lvl. 5-8)	25%	Clerics (1-6, lvl. 4-7)	50%
Cleric (lvl. 3-6)	50%	Mage (lvl. 4-7)	50%		

WILDERNESS EVASION

When being pursued, the party has an initial chance to evade based on their numbers. Refer to the table below and throw the 20-sided die so it meets or exceeds the target. Add +5 if the party is in a woods, or +2 if they are but have also been surprised.

Party Size	Percentage of Total Possible Monsters Encountered		
	01-25%	26-60%	61-100%
1-3	11	7	3
4-9	15	11	7
10-24	18	15	11
25+	20	17	14

If the party surprises the monsters, then their chance of evasion doubles. On the other hand, if the monsters surprise the party, then evasion is impossible except in a woods.

If evasion fails, the chase is on! Refer to the opposite page.

WILDERNESS PURSUIT

If evasion fails, the party will be chased by the pursuer into random hexes on the map (with possible directions from the current hex indexed from 1-6). There is a 50% chance that the pursuer, provided they are faster than the party, will catch up to them. This is reduced to 25% in woods or swamps. If one party is twice as fast as the other, add or subtract 25% to reflect the relative difference. Also account for surprise.

If the pursuit does not come to an end, repeat the steps above.

Every hex traveled while in pursuit costs a half-day (half-turn) of rest. On a day of rest, the referee checks for random encounters twice.

CHARACTER UPKEEP

Adventurers must spend 1% of their experience point count in gold pieces as upkeep until they build a castle and take charge of the surrounding area. If they build a castle nearby an area they do not control, they must still pay upkeep to the local authorities. Hence castles ought to be built in the Wilderness or in other territories conquered by the burgeoning baron.

CASTLE TERRITORIES

Aspiring lords must clear the Wilderness of monsters and competitors to gain control. The player must move an armed force onto a hex to try to clear it. The referee rolls to see if there is a monster on that hex. If not, then the hex is already clear. Otherwise, the player must use force. Territories within twenty miles of a castle, i.e. within four hexes, will remain clear without any subsequent shows of force.

Each territory holds 2-8 villages with 100-400 inhabitants each. Each such inhabitant pays 10 gold pieces a year, or 20 gold pieces if the castle is owned by a cleric-type.

Players may invest in additional infrastructure for their territories, which will increase the population there (unless it would not make sense for the sort of project undertaken, such as hunting and trapping). Possible projects include:

- | | | |
|--------------------|--------------------------|-----------------|
| ◆ Animal Husbandry | ◆ Fishing | ◆ Ship Building |
| ◆ Armories | ◆ Hunts | ◆ Tourism |
| ◆ Canals | ◆ Inns & Lodging | ◆ Trade by Land |
| ◆ Exploration | ◆ Religious Institutions | ◆ Trade by Sea |
| ◆ Farming | ◆ Road Building | ◆ Trapping |

Villagers will not accept abuse by their leaders, and will rebel if they are angry enough. Among their numbers will be thieves, militias, and city watches. A strong leader might even intervene to take matters into their own hands.

CASTLE CONSTRUCTION

Each fortification structure, whether a wall or a tower or a barbican, has an additional 5' short wall for combatants to take cover from above the building.

Barbicans are gateways on a wall 40' long flanked by two round towers, both 30' wide and 30' tall.

Bastions are wide, hollow towers with a walkway around the perimeter 10' wide, and thus a ceiling-less center 40' wide.

Buildings are 120' by 120' and have two stories of 10' each, plus an attic and a cellar. They include two doors per floor.

Great Keeps can have up to two layers.

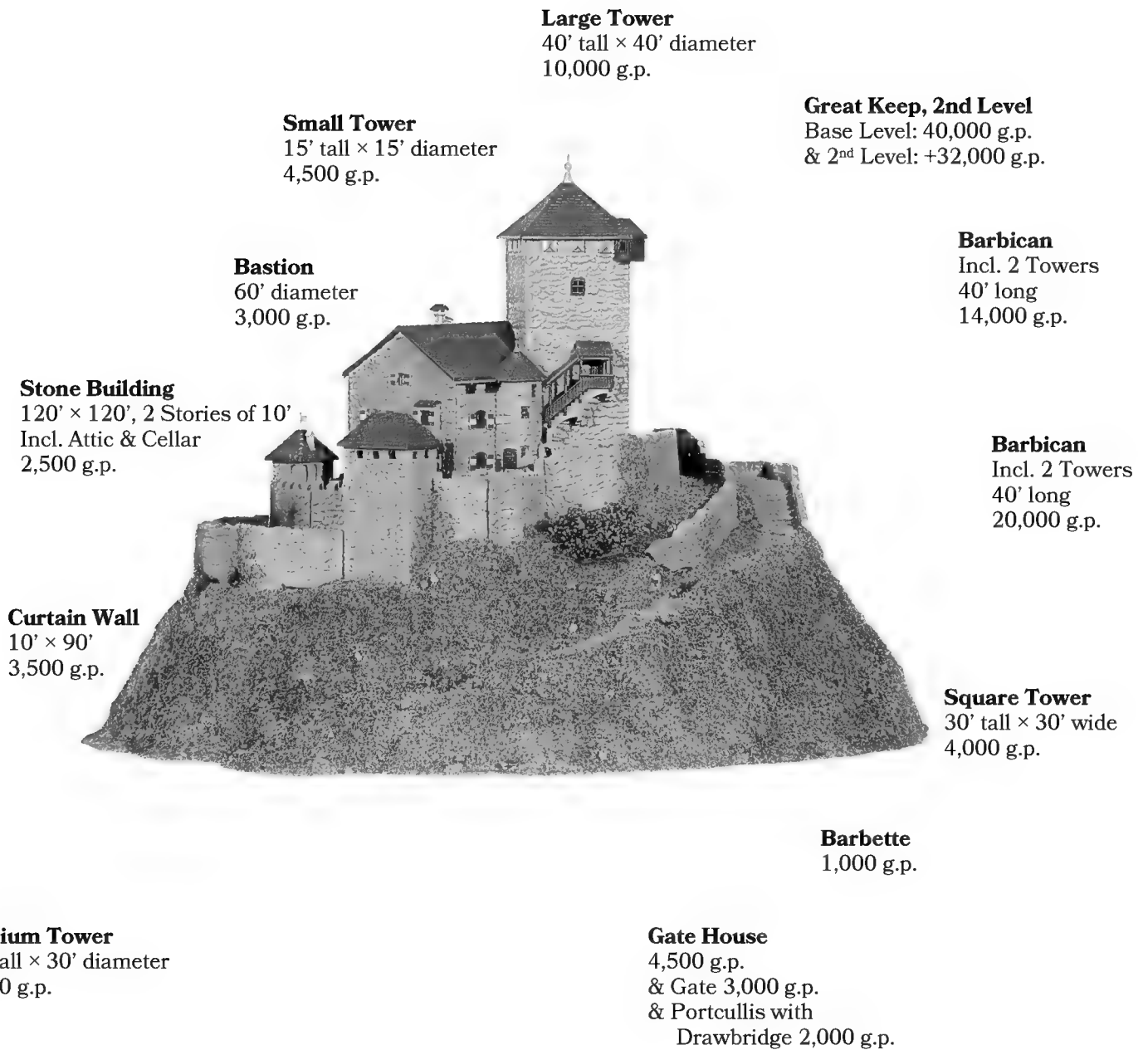
The cost of the lower half does not include the cost of gates et cetera.

Towers can be round or square, and they cost different amounts based on how wide or how tall they are. The width of a round tower is its diameter.

Moats, Ditches, and **Earthworks** are 180' long, 20' wide, and 10' deep.

Furnishings	Single	Double
Wooden Door	10 g.p.	15 g.p.
Reinforced Door	20 g.p.	30 g.p.
Iron Door	50 g.p.	75 g.p.
Wooden Stairs, 10'	30 g.p.	45 g.p.
Stone Stairs, 10'	90 g.p.	140 g.p.
Window or Slit	10 g.p.	15 g.p.

Other Structures &c.	Unit
Moat or Ditch	2k g.p.
Earthworks	1k g.p.
Wooden Palisade (180')	1.5k g.p.
Wooden Building	500 g.p.
Light Catapult	250 g.p.
Heavy Catapult	400 g.p.
Cauldron & Oil	50 g.p.
Portable Covered Ram or Saw	1k g.p.
Siege Tower w/ Green Cover	2k g.p.
Add 10' tower height	20% g.p.
Subtract 10' tower height	-10% g.p.



CASTLE EMPLOYEES

Characters may advertise specific positions at their castle by spending 100-600 gold per week. The rate of successful employment depends on how generous the offer is. Dwarves and elves are uncommon, and specialists are rare.

Characters may seek out gossip from locals at a tavern by buying a round of drinks for 10-60 gold or by bribing the bartender 1-10 gold. The referee may mislead the players with the intent to entice them into some activity or to warn them of something.

Alchemists can reproduce a potion at half the value of the original, or can research potions at twice the time and financial cost of a mage.

Animal Handlers specialize in one species, and each one can handle up to six of that species.

Armorers are required at a rate of one for every fifty fighters. When not maintaining arms, they can produce one suit of armor, three shields, or five weapons per month. This is doubled with two assistants (incl. one smith) or tripled with six (incl. two smiths).

Assassins are very rare, so the referee must limit how many can be employed.

Engineers are required for any major construction projects, like strongholds or excavations.

Sages can be employed by fighters to offer sagely advice, and that's it.

Sailors are necessary to man ships as described in the naval combat rules.

Ship Captains lead sailors on a ship.

Smiths assist armorers and are also necessary to maintain beasts of war, each smith supporting up to 50 beasts.

Spies can be acquired through hiring, drafting, or corruption. In the last case, it is very unlikely that the spy should follow through rather than continue to serve their official master.

Specialist Type	Cost (g.p.)	Specialist Type	Cost (g.p.)
Alchemist	1,000/month	Sage	2,000/month
Animal Handler	500/month	Sailor	10/month
Armorer	100/month	Ship Captain	250/month
Assassin	2,000/mission	Smith	25/month
Engineer	750/month	Spy	500/mission

Cost (g.p./month)				
Figure Class	Human	Dwarf	Elf	Orc*
Non-Fighter	1	—	—	—
Light Foot	2	—	—	1
Heavy Foot	3	4	5	1.5
Archer	5	—	10	2.5
Crossbowman	4	5	—	—
Longbowman	10	—	—	—
Light Cavalry	10	—	—	—
Medium Cavalry	15	—	—	—
Heavy Cavalry	20	—	—	—

* Orcs may only be employed by chaotic characters.

FANTASY WORLD ADVICE

Having discussed the structure of the fantasy world bottom-up from the Underworld to the Wilderness, here are some tips for the referee to keep the campaign interesting.

First, keep changing the world so that there is always something unfamiliar to players. Make minor changes to existing areas, or expand them with new passages or rooms. Expand the existing map to accommodate player exploration. Replace monsters in old areas with new monsters. This will keep the world fresh for players to want to keep exploring even after they think they've found all there is to explore.

Second, don't be afraid to stray from laws of nature in the real world. Characters could breathe in space, or the world could be flat. The important thing is that the fictional world is consistent with itself as much as necessary to suspend the players' disbelief. Even still, however, there is no reason not to toy with the world's internal logic for fun.

Third, there is no limit to the possibilities that a fantastic world can offer. You could have the campaign take place on Mars or some other made-up planet, just as well as you could have it take place in a Tolkienesque middle earth. The world need only be interesting to explore and entertaining for the participants, referee included.

Keep these principles in mind, and they will result in a fun campaign for all involved. The remainder of this chapter is concerned with various modes of combat, now that you have an idea of the structures of activity that keep the game going.

GROUND COMBAT

The system used for land combat is the one-to-one system given in *Chain of Command*, except that what would count as kills would instead count as individual hits from 1-6. Massive battles can be fought using the 20:1 mass combat scale, with fantastic types fighting other fantastic types at 1:1 or otherwise acting as regular 20:1 figures.

AERIAL COMBAT

This system requires a hexagonal playing board at least 48×48 " or even $6' \times 6'$ in area. Orders given in this mode should be written down so that the referee can resolve them simultaneously. Each move order should cover direction, length, and any change in altitude. It is only possible to fire missiles if the creature has not yet been attacked in melee, so you should not write orders to fire missiles ahead of time.

MOVEMENT

Movement straight ahead is at the flying rate of the particular creature.

A flying creature's flight class or FC equals how many inches that creature must move between making turns, as a function of its relative size. Each FC also is also mapped to a Turns/Move number, i.e. how many 90° turns a creature can make each move.

Flying creatures can rise at half their movement rate, or dive at twice their movement rate whether going straight forward or turning. A sharp dive increases the creature's move rate by 50%, but it must be straight-ahead and any such horizontal movement is one-tenth the rate of descent.

MELEE RESOLUTION

Flying creatures will melee within 3" of each other, although a creature may only attack if their position allows them to (just as in melee on the ground).

Flight Class (FC)	Turns/Move	Examples of Flyers
1	5	Sprites, Large Birds & Insects.
2	4	Flying Brooms, Spectres, Vampires,
3a	3	Wraiths, Cockatrices, Gargoyles, Balrogs.
3b	6	Pegasi, Hippogriffs, Air Elementals.
4	4	Flying Carpets, Manticores, Wyverns.
5	3	Chimerae, Dragons, Giant Insects, Rocs.
6	2	Giant Reptiles.

MISSILE FIRING

When a flying creature is hit by a missile, refer to the tables on the opposite page to see where they are hit and if a critical hit is scored.

Sling catapults can fire grapeshot at an apex equal to one-half the catapult's total range, and at a height equal to the total range for catapults propelled by a counterweight.

Other kinds of catapults reach half that height. In any case, the hit area is spherical.

Ballistae can deal 2 dice of damage when shooting large darts, and they shoot them straight-up into the air at the maximum range.

Crashes cause the rider to fall from the air and take 1-6 damage per 1" fallen.

Bombings can be carried out by flying creatures. Large creatures such as dragons can carry a load equal in size to what is shot from a large catapult, while smaller creatures can carry smaller loads. Bombing runs must be in a straight line for the whole turn, but diving is allowed. Creatures carrying bombs fly at two thirds their usual rate.

Roll 2 dice and subtract one from the other; the difference is the number of dice rolled to find how many inches the bomb lands to the left (positive) or right (negative). For example, if a 2 and a 6 are scored, roll 4 dice for how many inches to the right; or if a 6 and 3 were rolled, roll 3 dice for how many inches to the left.

Also roll a die to determine if the bomb lands left or right (1-2), if it lands left or right and short or long (3-4), or if it lands short or long (5-6).

Hit Location (1-10)					
Shooter Position	Head	Wing	Body	Tail	Rider
Front	1-2	3-4	5-6	7-10	—
Side	1	2-3	4-5	5-9	10
Top	1	2-3	4-7	8-9	10
Bottom	—	1-2	3-5	6-9	10
Tail	1-2	3	4-5	6-8	9-10

Critical Hit		Critical Hit Outcome (1-10)			
Hit Location	(% Chance)	$\frac{1}{2}$ Speed	Dive & Land	Withdraw	Dead in Air
Head	20%	1	2-4	5-8	9-10
Wing	20%	1-5	5-7	8-10	—
Body	10%	1-3	4-6	7-9	10
Tail	—	—	—	—	—
Rider	25%	—	—	1-10	—

NAUTICAL COMBAT

This system is at a 1:1200 scale with respect to ships (where 1" represents 100 feet), but situations involving melee and boarding should be played out on a separate board using a more reasonable scale for one-on-one combat. As with aerial combat, orders are written down so that they might be resolved simultaneously by the referee.

The movement of ships depends on their size and their mode of propulsion, referring to the chart on the right.

OARED MOVEMENT

Ships powered by rowers have 30 fatigue points to spend, or 40 for seafaring peoples such as Vikings. The costs of movement given different rates are given below the oared movement table. An increase in speed is gradual, but a decrease can be done quickly. Movement with the current has a 5" bonus, or a 5" minus against it. Backing speed is half forward speed. Oared ships can turn 45 degrees for every 10" moved.

SAILED MOVEMENT

Ships powered by the wind can only move in a light or strong breeze. In a calm wind, sailed movement is impossible as it is in a gale. Ships move 3" in the direction of such a stormy wind if there is one. Sailed ships can turn 30 degrees for every 12" moved. The categories of movement reflect the direction of the ship relative to the wind.

Galleys caught in strong wind have a $\frac{1}{10}$ chance per turn of shipping water and thereby reducing their speed by one quarter. If a galley loses three fourths of its speed, it sinks. They may not sail on the ocean because of the high waves, although Viking longships are built for the open seas.

Type of Ship	Oared Movement			Sailed Movement (Light/Strong Wind)			
	Slow	Cruise	Fast	Direct	Broad	Quarter	Opposite
Galley, Large	10"	15"	25"	20/25"	15/20"	10/15"	—
Galley, Small	15"	20"	30"	25/30"	20/25"	15/20"	—
Longship	12"	18"	25"	30/35"	25/30"	20/25"	—
Merchant, Large	—	—	—	20/30"	18/27"	15/24"	10/20"
Merchant, Small	—	—	—	25/35"	22/32"	20/30"	15/25"
Warship, Sailed	—	—	—	25/35"	22/32"	20/30"	15/25"
Boat	10"	15"	20"	15/20"	12/17"	10/15"	5/10"
Raft	—	10"	—	10/15"	6/10"	—	—

Oars	Cost	2-12	Wind Force
Rest	1 fatigue	2-3	Calm
Slow	2 fatigue	4-8	Light
Cruise	3 fatigue	9-11	Strong
Fast	10 fatigue	12	Gale

Determine direction by rolling an 8-sided die indexed by the cardinal and ordinal directions.

MISSILE FIRING

Large ships can take from 18-24 hit points of damage, small ships from 9-15 hit points, and boats only 3 hit points. Catapults will score damage against ships. If a ship takes as many points of damage as it can endure, it will sink.

RAMMING

A ramming ship must have its mast lowered and it must travel at its fastest speed. Then, upon ramming the target, it must back oars. The rammed ship takes 10-60% damage and there is a 25% chance it will sink in 3-18 turns unless patched.

Patching a hole in a rammed ship requires 5 turns and 10 workers, and there is a 75% chance of success. Upon failure, another attempt must be made with the same costs.

If a ship is rammed in its side, it will lose 20% of its crew (15% of which are rowers if the ship is oared). Otherwise the ship loses only 5% of its crew, none of them rowers.

SHEARING OARS

Any vessel that passes by an oared vessel will shear that ship's oars and kill half of the rowers on that side of the ship. If both ships are oared, then they will shear each other's oars unless orders are given to ship rowers on that side of the ship.

A ship with sheared oars cannot move for 3 turns, and then it will move at half speed. However, if its oars are sheared again, it will not be able to move at all.

GRAPPLING

Any vessel within 1" of another ship may attempt to grapple it at a 20% rate of success. Grappled ships cannot move. Any crewmate has a 20% chance of success at cutting the grapple. Up to three attempts to grapple can be made per turn, as can attempts to cut grapples.

BOARDING

Only grappled ships can be boarded. One crewmate can board a ship for every 3 feet of deck parallel to the other ship. Swimming crewmates can also climb aboard the ship, though any defenders on the ship will have the high ground.

Once the ship is boarded, a melee commences with some additional guidelines.

COMMAND RANGE

A leader's range of influence is equal to their charisma score in inches. They may have up to two lieutenants whose own range is equal to the leader's minus one, but these must remain within the range of the actual leader to pass orders. The leader's range improves by 1" for every 10 feet (1" on the tabletop) above the other troops they are, such that a leader atop a 20-foot tower (2") will improve their range of influence by 2".

Any figures outside of the command range will not respond to orders, and figures that are preoccupied in melee have only a $\frac{4}{6}$ chance of responding to orders. Orders can be given in advance, e.g. three turns, so that figures have that many attempts to respond.

Vikings need not worry about command range.

MELEE ENCOUNTER GUIDELINES

Figures outside of the command range of their leader will move towards loot or some other obvious goal rather than according to their leader's orders. They will also retreat if they find themselves overly threatened.

Figures with no space to retreat are forced off the ship. They must make a saving throw with an $\frac{1}{6}$ chance of failure times 10' fallen (e.g., falling 30' results in a $\frac{3}{6}$ chance).

Upon failure, they take 1-6 hit points of damage per level they fall, or 1-6 per two levels if they fall onto water. Those that are hit by fallen figures must also make saves and possibly then take damage as if they had fallen themselves.

Non-combative actions such as breaking down doors or cutting ropes take either a fraction of a figure's total movement points, or take multiple turns to accomplish, based on the capabilities of the figure. For example, a giant could break down a door in half a turn, whereas it might take ten normal folk a whole turn to break down the same door. Likewise, it might take a normal person three turns to cut a rope that a giant could cut through in a single turn.

CREWMATES & TASKS

A ship is captured when all its crew is demoralized or when its defenders are defeated.

Before then, the crew of the ship is busy with various tasks:

- ◆ **Rowing:** Reduce the speed of the ship proportionally for every 5% of rowers lost.
- ◆ **Preparing Masts:** It takes ten crewmates to step or un-step masts on galleys and longships over three turns.
- ◆ **Sailing:** Rowed ships need only three crewmates, other types six crewmates, to make or take in sails.

Type of Ship	Crew Type				
	Rowers	Marines	Soldiers	Sailors	Misc.
Galley, Large	100	50	—	20	—
Galley, Small	50	20	—	10	—
Longship	64 max.	—	—	—	75
Merchant, Large	—	—	—	—	20
Merchant, Small	—	—	—	—	15
Warship, Sailed	—	—	40-60	—	—

SWIMMING & DROWNING

One-half of sailors can swim, at a speed of 3" per turn. Ships can pick up swimmers if they are traveling at a slow oared speed or if they are moving at 15" per turn, though survivors do not have to allow themselves to be rescued. Bleak.

Figures wearing armor have a chance of drowning, and during a storm any swimmer has a 50% chance of drowning per turn. Only daggers and wooden weapons such as clubs can be carried when swimming. One cannot swim while wearing plate mail.

Armor Type	Save vs. Drowning
Plate mail	No chance.
Chainmail	17
Leather	5
None	2

PASSAGES OF TIME

The referee should keep a record of the campaign organized into week-long chunks.

The following activities or events may serve as a basis:

Event	Duration
Underworld Expedition	1 week
Wilderness Adventure	1 day/turn
Real-life Week	1 week

The time for Underworld expeditions includes preparation time and considers a typical one-day adventure into a dungeon. Real-life time does not count for players' characters out in the Wilderness, since Wilderness exploration occur in cycles of 1 week long, but it does for players who are absent or characters who are in a dungeon.

A character does not restore any hit points for one day of rest, but restores 1 hit point every other day after the first.

THIS PAGE INTENTIONALLY LEFT BLANK.

Introduction.....	170
Rules for Mass Combat	172
Formations	174
Fatigue.....	175
Firing Artillery	176
Resolving Missile Fire.....	178
Resolving Melees	180
Morale After Casualties	182
Charges	183
Rules for One-on-One Combat	184
One-on-One Melee	186
Jousts & Tournaments	188
Sieges Using 1:1 Figures	190
Rules for Fantasy Combat	192
Fantasy Figure Descriptions	196
Map Effects	206

CHAIN OF COMMAND

APPENDIX A: RULES FOR MINIATURE WARGAMING

INTRODUCTION

This is a semi-abridged version of the mass combat and one-on-one wargaming ruleset prescribed for use with the original 1974 fantasy campaign manual. These rules were originally published separately from the other game, so I tried to preserve this distance between the two games by keeping these rules in an appendix, rather than incorporate them as part of the main body of the fantasy game text.

Regardless of the scale you use for this game—since rules are included for both mass combat and one-on-one combat—it is to be played by moving miniature figures around on a table representing a battlefield. You can construct terrain by using random things around your house, by purchasing professionally-made set pieces for your table, or by using a sand table and sculpting features onto wet sand. The scale of the features will likely depend on the scale of the battle taking place. Use your discretion.

If you were to play this game by itself without incorporating any of the features from the more famous fantasy wargame, you may decide to use a point value system to allow opponents to fight with figures of equal value. These are given on the page to the right, along with the morale ratings of those troops which will be used when determining if a unit will flee after a melee has taken place. You might consider 300 total points in play. Refer to p. 173 for statistics regarding regular figures, or to p. 193 for fantasy figures.

The one-on-one tables have been adapted for use with 20-sided dice on pp. 240-3, if the reader desired to incorporate that particular feature from this war game while keeping in the “spirit” of the later fantasy game. Also on pp. 232-3 are new rules for abstracting multiple figures as a singular unit, inspired by mass combat in this system.

Regular Figures	Morale	Points	Fantasy Figures	Morale	Points
Peasants*	3	0.5	Halflings	5	—
Light Foot	4	1	Pixies	3	4
Heavy Foot	5	2	Dwarves	5	2
Armored Foot	7	2.5	Goblins	5	1.5
Light Cavalry	6	3	Elves	6	4
Medium Cavalry	8	4	Orcs	5	2
Heavy Cavalry	9	5	Heroes	20	20
* Peasants fight as light foot except that they must succeed on a two-dice saving throw in order to act. The target score to act in melee is the enemy's morale plus 2, or just a score of 7 in order to move.			Superheroes	40	50
			Wizard (&c.)	20-50	50-100
			Wraiths	10	10
			Ghouls	10	10
			Werewolf	20	20
Other Figure or Arms Costs	Points		Ogres Trolls	8	15
Bow	3		Balrogs	—	75
Composite Bow or Longbow	4		Treants	50	75
Crossbow	1.5		Giants	20	15
Firearm	1.5		Elementals	—	50
Light Catapult or Field Gun	15		Dragons	—	—
Heavy Catapult or Field Gun	20		Rocs	—	100
Bombard	30			—	20
Pike	1				

RULES FOR MASS COMBAT

Each figure represents twenty persons. Movement rates are given in inches, as other measures of distance are, where 1" represents ten yards. One round is one minute.

TURN-BASED PROCEDURE

- 1. Initiative:** Both sides roll a die. The side with the higher score has the choice of electing to move first ("Move") or last ("Countermove").
- 2. Move:** The side that has first move moves its figures. Horse archers can "split their move" by firing halfway through. Meanwhile, stationed enemy archers can shoot at figures in range after they have moved half their distance ("pass-through fire").
- 3. Countermove:** The side that has second move takes its turn, the same as in step #2.
- 4. Artillery:** Heavy ranged weapons like catapults are fired.
- 5. Missiles:** Archers and crossbowmen shoot their shots.
- 6. Melees:** Hand-to-hand combat is resolved between units within 3" of each other.

SIMULTANEOUS PROCEDURE

- 1. Orders:** Both sides write orders for each of their units including direction of movement and facing.
- 2. Move:** Both sides move their units according to their orders, making one-half of their total movement rate at first and checking for any unordered melee due to opponents making contact. Also conduct split-moves and missile fire, and any pass-through fire. Finally, complete movement of units as ordered.
- 3. Artillery:** Heavy ranged weapons like catapults are fired.
- 4. Missiles:** Archers and crossbowmen shoot their shots.
- 5. Melees:** Hand-to-hand combat is resolved between units within 3" of each other.

Figure Type	Move	On Road	Charge	Range	Effect Area	Page
Armored Foot	6"	—	6"	—	—	180
Heavy Foot	9"	—	12"	3"*	—	180
Light Foot	9"	—	12"	—	—	180
Archer	9"	—	12"	15"	—	178
Crossbow	12"	—	12"	18"	—	178
Firearm	12"	—	12"	18"	—	178
Longbow	12"	—	15"	21"	—	178
Heavy Crossbow	9"	—	9"	24"	—	178
Heavy Cavalry	12"	+3"	18"	—	—	180
Medium Cavalry	18"	+6"	24"	15"***	—	180
Light Cavalry	24"	+6"	30"	18"***	—	180
Light Catapult	6"	+3"	—	15-30"	2"	176
Heavy Catapult	6"	+3"	—	24-48"	3 1/2"	176
Light Field Gun	6"	+3"	—	30"	5/8"	177
Heavy Field Gun	6"	+3"	—	36"	3/4"	177
Bombard	6"	+3"	—	42"	1"	177
Wagon	6"	+6"	—	—	—	—

* This is the range for figures throwing spears or hatchets.

** This is the range for figures shooting from on horseback.

FORMATIONS

Figures of the same type can move in formation as one “unit”. It costs a movement penalty in order to change formation, and this cost is doubled for untrained units like peasants. Units caught changing formation are treated as if they are flanked.

Formation Change	Move Cost	Facing	Move Cost
Column → Line	1	Oblique	$\frac{1}{4}$
Line → Column	1	Left or Right Face	$\frac{1}{2}$
Column → Square*	1	About Face	1
Line → Square*	2		

* Infantry only.

FATIGUE

Continuous activity wearies troops, according to the following conditions.

- ◆ Moving 5 consecutive turns.
- ◆ Moving 2 consecutive turns, charging, and finally meleeing.
- ◆ Moving 1 turn, charging, and finally meleeing for 2 turns.
- ◆ Meleeing 3 consecutive rounds.

Units who are fatigued both attack and defend at the next lowest level (for example, a fatigued heavy foot is equal to light foot), and also subtract 1 from their morale dice.

On the other hand, 1 turn of non-movement restores a fatigued troop to normal.

FIRING ARTILLERY

Light catapults fire every two turns, and heavy catapults every three turns, so long as it has 4 crew members working and has not moved during any of those turns. For each missing crew member, add one turn to the rate of fire.

A catapult can fire 45 degrees left or right of the current direction it faces. The player firing a catapult must state the distance they are firing and in what angle away from the current direction. For example, one might fire a light catapult 20" away at an angle of 20 degrees to the right.

For added difficulty, roll 2 dice of different colors, where one represents an overshoot and the other represents an undershoot. Take the higher of the dice, and that is the amount in inches by which the catapult under- or overshoots. If the dice are equal, then the catapult shoots exactly where you intend.

CANNONS

Unlike how catapults shoot their projectiles at an arc, light and heavy field guns shoot cannonballs at a straight line until they run into an obstacle or until they run out of momentum and stop bouncing. This means that a cannonball will hit multiple times on the battlefield, as indicated on the table on the opposite page. The ranges indicate the distances for which the cannonball will kill any figure in its path.

On the table, you might use dowels whose length is equal to the artillery's total range. Paint the dowel using alternating colors, such that the length of one color segment corresponds to the range listed above. For example, when painting a 30" dowel to use for a light field gun, paint the first 16" white, the next 6" black, 3" white, and 5" black.

You may use a 6" variation measure placed at the opposite end of the dowel from the cannon's muzzle to represent how the cannonball's path may shift to the right or left. Mark the measure in 1½" segments numbered 1 to 6, with 3 and 4 in the center divide. Then roll to see if the cannonball diverts to the left or the right, if not straight ahead.

Finally, bombards can also be used similarly to a catapult in that one can be fired at an arc rather than straight ahead. This negates the ability for the cannonball to bounce.

Type	Firing Short			Firing Long		
	First	Second	Third	First	Second	Third
Light Field Guns (30")	0-16"	23-25"	—	17-22"	26-30"	—
Heavy Field Guns (36")	0-18"	25-27"	30"	19-24"	28-29"	31-36"
Bombard (42")	0-20"	29-32"	35"	21-28"	33-34"	36-42"

RESOLVING MISSILE FIRE

Crossbow users and archers may fire every turn. Archers may fire twice if they do not move and are not attacked that turn. Ranged figures may fire once if they move up to $\frac{1}{2}$ of their rate; otherwise they may fire once only if they beat their opponent's die roll.

Heavy crossbow users cannot reload their weapon if moved over $\frac{1}{2}$ of their movement. To resolve missiles, refer to the table on the opposite page which indicates a variable $\frac{x}{6}$ chance of casualty. See p. 172 for split-move shooting and pass-through fire.

Archers on foot can fire 45° on either side of themselves, or 180° on their left side while on horseback. Two ranks of ranged figures are able to shoot so long as the first rank is itself composed of ranged figures. Otherwise, the second rank can shoot over the heads of their comrades so long as the enemy is more than 3" away. Such indirect fire results in the target being treated as the next-highest armor class ("armored" targets becoming virtually immune to missiles), and in the shooters' range being reduced by one third.

FIREARMS

Rather than roll against the armor of their target, soldiers bearing firearms need only roll to determine if they shoot with accuracy, upon which their targets will be killed. They must roll 5-6 if their target is 12-18" away, 4-6 if 6-12" away, and 2-6 if 0-6" away. Subtract 1 from the roll if the target is under cover, or add 1 if the shooter has cover. Firearm users shoot at the same rate as heavy crossbowmen do.

THROWN WEAPONS

Melee figures may throw axes, javelins, or spears at a rate of once per turn. They may throw their weapons at charging enemies, but cannot engage in indirect fire.

Number Firing	Target: Die:	Unarmored		¹ / ₂ Armored or Shield		Armored	
		1-2	3-6	1-3	4-6	1-4	5-6
1-2		—	1	—	—	—	—
3-4		1	2	—	1	—	1
5-6		2	3	2	2	—	1
7-8		3	4	2	3	—	1
9-10		4	5	3	3	1	2
11-12		Numbers of troops firing greater than the maximum must be split up to read this table. For example, 16 archers are split into 2 of 8.				1	2
13-16						2	3
17-20						3	3

Missiles cannot be fired into a melee.

RESOLVING MELEES

Melees are resolved by rolling dice, the numbers of which are indicated on the opposite page, and counting the number of sixes representing the number of figure casualties.

The first value (X:Y) is a ratio of dice rolled per figure; for example, a light cavalry figure rolls 2 dice against a light foot, while there must be at least two light foot figures to roll a single die versus a light cavalry. The plus, if given, indicates the bonus added per die.

Missile troops defend as light foot troops, and dismounted knights attack or defend as armored foot. Peasants attack and defend as light foot troops, except that they have the aforementioned chance of not performing in combat (p. 171).

MORALE AFTER MELEE

The side of the least casualties finds the difference of their losses and their opponent's, multiplied by the throw of one die. The side with the most figures subtracts the enemy's number of figures from their own. These scores are multiplied by morale ratings, and again by two if there are less than 20 figures on each side of the melee. The side with the lesser score reacts as per the lower table on the opposite page.

ZONES OF CONTROL

Units have a zone of control within a reach of 1", preventing movement from therein. Allied units within 3" of a melee may be commanded to move into the fray and fight so long as they have not moved more than half their rate that turn. Such units can move up to 6" into the battle.

Attacker	Versus:	LF	HF	AF	LC	MC	HC
Light Foot		1:1	1:2	1:3	1:2	1:3	1:4
Heavy Foot		1:1 + 1	1:1	1:2	1:2	1:3	1:4
Armored Foot		1:1 + 2	1:1 + 1	1:1	1:1	1:2	1:3
Light Cavalry		2:1 + 1	2:1	1:1	1:1	1:2	1:3
Medium Cavalry		2:1 + 2	2:1 + 1	2:1	1:1 + 1	1:1	1:2
Heavy Cavalry		4:1 + 1	3:1 + 1	2:1 + 1	2:1 + 1	1:1 + 1	1:1

Difference in Casualties*	Effects
100+	Units fully surrender; need 1 guard per 5 captives.
80-99	Units retreat by 1 1/2 move and break formation.*
60-79	Units retreat by 1 move.
40-59	Units back up by 1 move, in good order.
20-39	Units back up by 2 moves, in good order.
0-19	Melee continues.

* Double all totals if there are less than 20 figures per side.

** Enemies will suffer no casualties when attacking. Roll of 2/6 required to rally again.

MORALE AFTER CASUALTIES

When casualties of a certain unit exceed the fraction indicated of the total number, you must roll 2 dice greater than or equal to their morale score. This must be done after any casualties are taken, such that if you were to cross the casualties threshold after a volley of missiles, you must check your units' morale prior to any melee exchange.

Unit Type	Casualties	Morale Score
Peasants	$\frac{1}{4}$	8
Light Foot	$\frac{1}{4}$	8
Heavy Foot	$\frac{1}{3}$	7
Armored Foot	$\frac{1}{3}$	6
Light Cavalry	$\frac{1}{4}$	8
Medium Cavalry	$\frac{1}{3}$	7
Heavy Cavalry	$\frac{1}{2}$	6

Upon success, you need not check morale again until your forces have again dwindled by that same proportion since the last time you checked morale. Upon failure, the figures are removed from the table. Melee morale ratings given prior do not apply here.

ARMY COMMANDERS

Army commanders give +1 morale to the unit to which they are attached and also to all allied units (not mercenaries) within 12". It takes 3 turns to permanently rally a joined unit. If the commander is joined to a unit, they will share their fate. The commander is the last to die in a unit, but if killed then their whole army checks morale at -2.

CHARGES

A charging unit moves the full distance listed in a straight line, or shifting at most 45 degrees. They must, on their path, collide and engage in melee; then they must defeat their foe before or during the first round of melee in order to continue on their path.

A unit targeted by a cavalry charge must check morale using the scores shown below. Upon failure, that unit retreats one and a half moves with their backs to the enemy, and must rally to put themselves back in order. Subtract 1 from the total score if the cavalry charges at the flank, or subtract 2 if the cavalry charges at the rear.

Unit	Versus:	LC	MC	HC	Unit	Versus:	LC	MC	HC
Peasants		9	10	11	Light Cavalry		5	6	7
Light Foot		8	9	10	Medium Cavalry		4	5	6
Heavy Foot		7	8	9	Heavy Cavalry		3	4	5
Armored Foot		6	7	8					

RULES FOR ONE-ON-ONE COMBAT

All previous rules apply, except that these rules are on a one-to-one scale instead of a twenty-to-one scale. The values on the tables below and on the opposite page indicate the score that must be met or exceeded when rolling two dice in order to kill the target. Armor class descriptions are given below the melee table on the opposite page.

Ranged Weapons	Armor Class								H1	H2
	1	2	3	4	5	6	7	8		
15" Short bow	6-7-8	6-7-8	6-7-8	7-8-9	8-9-0	9-0-1	1-2	2	0-2	2
18" Horse bow	5-6-7	5-6-8	5-6-8	6-7-8	8-9-0	9-0-1	1-2	2	9-0-1	2
18" Light crossbow	5-6-7	5-7-8	5-7-8	6-7-9	8-9-0	0-1	1-2	2	9-0	2
21" Longbow	5-6-7	5-6-7	5-6-7	5-6-8	6-7-9	8-9-0	9-1	1-2	7-9-2	9
24" Composite bow	5-6-7	5-6-7	5-6-7	5-7-8	6-8-0	8-0-1	9-2	1	7-0-2	0-2
24" Heavy crossbow	4-5-6	4-6-7	4-6-7	5-7-8	6-8-9	7-9-0	8-0-1	0-1-2	7-9-2	9-1
18" Firearm	5-6-8	5-6-8	5-6-8	5-6-8	6-7-8	6-8-9	7-9-0	8-0-2	6-9-1	8-0-2

The missile ranges are divided into thirds to represent short, medium, and long range. The first score listed in each cell above indicates short range, the second medium, and the third long. 0 represents 10, 1 represents 11, and 2 represents 12; for example, the short bow can kill an unarmored target at short range on 6+, or at long range on 8+.

If a second or third score is not listed, it is impossible to fire a missile from that range; for example, the short bow cannot kill a target wearing plate mail at medium range.

Melee Weapons	Armor Class								H1	H2
	1	2	3	4	5	6	7	8		
1 Dagger	6	7	8	8	9	10	12*	12*	8	10
1 Hatchet	7	7	8	9	10	10	11	12	9	11
3 Mace	8	8	8	9	8	8	7	8	10	12
4 Sword	7	8	8	9	8	9	10*	11*	8	10
5 Battle axe	8	8	8	8	7	7	9	10	7	9
6 Morningstar	6	6	7	7	6	7	8	8	8	8
7 Flail	7	7	7	7	6	7	6	7	6	8
8 Spear	8	8	9	9	10	10	11*	12*	7	9
9 Polearm	6	6	6	7	7	8	9*	10*	6	8
9 Halberd	8	8	8	7	6	6	7	8	7	9
10 Longsword	6	6	6	6	5	5	6	7	6	8
11 Lance, mounted	5	5	5	5	6	7	8	9	5	7
12 Pike	8	8	8	8	8	8	9	10	5	7

* If the target is prone, use a score of 7 instead.

1. No armor

2. Leather armor

3. Shield only

4. Leather & shield

5. Chainmail

6. Chainmail & shield

7. Plate mail

8. Plate mail & shield

H1. Horse, unarmored

H2. Horse, armored

ONE-ON-ONE MELEE

When two figures are within 3", each will attempt one or more hits against the other. The first attacker cannot be counterattacked unless they fail to kill their opponent.

TURN ORDER

The first blow is struck by the attacker unless the defender has a weapon two classes higher, or unless the defender is fighting from above. Each subsequent blow is dealt by the one who struck first previously, unless the other fighter has a weapon two classes *lower* or is fighting from above.

For example, a figure with a spear will be able to attack one with a dagger first, but on subsequent rounds the one with the dagger will attack first.

MOUNTED VERSUS UNMOUNTED

If one opponent is mounted and the other is not, the mounted fighter adds 1 pip to their roll and subtracts 1 pip from the unmounted fighter's roll. On the first round, mounted fighters add 2 pips instead of 1.

On the second round of a melee, a horse will attack with its rider. Light horses fight as with 1 mace, medium horses as with 2 maces, and heavy horses as with 2 flails.

An unmounted figure may declare their intent to unhorse a mounted one, and may try to do so by rolling as if to kill. The once-mounted figure may be stunned. On 1-2, they are not. On 3-5, they are stunned 1 turn. On 6, they are stunned 2 turns.

PARRYING

The ability of a defender to parry depends on how much greater their weapon class is compared to that of their attacker:

- ◆ **1-3:** You may parry by subtracting 2 pips from the attacker's roll, but you negate your ability to counterattack.
- ◆ **4-7:** You may deal the first blow or parry the attacker's roll by subtracting 2 pips. Upon a successful parry, you may then counterattack the attacker. The attacker breaks their weapon instead of killing you if they roll equal to the original kill score.
- ◆ **8 or more:** You may deal the first blow and also parry (subtract 1 pip instead of 2) or strike the second blow. A roll equal to the kill score breaks the weapon.

MORALE

Check morale if one third of an army has been killed, using the same morale tables as for mass combat. Soldiers defending a castle usually need not check morale.

JOUSTS & TOURNAMENTS

Each contestant decides their target (where they will attempt to hit their opponent) and a defensive stance indexed 1 to 6. The defensive stance determines if the opponent's target will result in a successful unhorsing, or some other effect. It is possible for both contestants to unhorse each other! Decisions are made in confidence and are revealed only when it is time to determine their outcomes, indexed from A to F.

A medieval jousting tournament is a competition of teams consisting of several knights. After each jousting duel, score the outcome using the table below the stance/aim table. The jousting team with the highest score total from all duels wins the tournament.

Aim Target	Defensive Stance						Possible Defenses
	1	2	3	4	5	6	Given Aim Target
Helmet	E	E	E	C	A	E	Stances 4 to 6
Shield, Upper Left	A	F	E	F	F	E	Stances 3 to 6
Shield, Upper Center	ABF	A	D	F	AF	AB	Any stance 1 to 6
Shield, Upper Right	D	E	F	D	D	A	Stances 2, 4 to 6
Shield, Middle Left	F	AF	E	F	E	F	Stances 4 to 6
Shield, Middle Center	AF	D	F	AF	ABF	F	Any stance 1 to 6
Shield, Middle Right	D	E	AF	D	D	D	Stances 4 to 6
Shield, Bottom	F	D	A	F	ABF	F	Stances 1, 4 to 6

Defense Stances

1. Lower helmet
2. Lean right
3. Lean left

Outcomes

4. Steady
5. Raise shield
6. Lower shield
- A. Unhorse
- B. Injure
- C. Knock helm off
- D. Glance off
- E. Miss
- F. Break lance

Outcome	Attacker Score	Defender Score
F	-1	—
C	+3	—
B	—	-10
A	+20	—

SIEGES USING 1:1 FIGURES

Each sort of structure has a defense point value which is whittled by artillery figures such as catapults, and each type of siege weapon causes different amounts of damage. Large combat structures below represent cannons or large catapults, whereas small combat structures represent small catapults and wagons and mantlets et cetera.

Structure	Defense Points	Siege Weapon	Damage
Round towers, bastions	40-60	Bombard	-6 d.p.
Square towers, gates	30-45	Heavy Field Gun	-4 d.p.
Stone structures	25-40	Light Field Gun	-3 d.p.
Gabions, ramparts	20-30	Large Catapult	-3 d.p.
Wooden structures	5-15	Small Catapult	-2 d.p.
Large combat structures	5	Battering Ram	-2 d.p.
Small combat structures	3		

Bear in mind that bombards can be treated either as a catapult that shoots at an arc, or as a cannon that shoots straight ahead.

WAR MACHINES

Siege towers and war machines can move at a rate of $\frac{1}{2}$ " per individual pushing it, for a total of 4" per turn with eight individuals pushing. Siege towers can carry 8 figures, i.e., 5 on the drawbridge story and 3 on the top. Up to 5 figures can climb the ladder. For machines with battering rams, whoever is defending against them may try to disable them on a two-dice score of 9+.

MANTLETS

Up to two figures can push a moveable mantlet for 3" per turn each, or a total of 6".

The mantlet will then give cover to three foot figures, and one of these figures can shoot through the slit of the mantlet while still remaining in cover.

LADDERS

A figure carrying a ladder moves at half-speed, and it takes two figures to carry one.

They cannot charge, but may be treated as indestructible while carrying the ladder.

Three figures maximum may attempt to climb the ladder at once.

A big rock dropped down a ladder will kill the first person, has a $\frac{3}{6}$ chance of killing a second person if there is one, and a $\frac{1}{6}$ chance of killing a third person. One can also try to push down the ladder, killing the first two figures and stunning a third.

BOILING OIL

Oil will burn in a 3 × 4" puddle for three turns, and will immediately cause wooden structures to burn such that any occupants must evacuate within one turn. After five turns, the structure is totally burnt down.

BREECHES & MINING

Whenever walls are destroyed by artillery, battering rams, or mining operations, enemy troops may move through the wreckage as if through rough terrain. The defender may block the breach with makeshift fortifications in three turns if there are no attackers.

Troops designated as miners may also attempt to mine walls in order to create 6"-wide breaches, but they will fail if they are prevented by any countermines within 6-12".

RULES FOR FANTASY COMBAT

To the right is an index of possible figures to employ in fantasy war games. Underlined entries are able to engage in fantastic combat with other underlined types, as described on the pages immediately after these two. The Attack and Defend statistics refer to how such types are to be treated in mass combat, as light foot or medium cavalry et cetera. Any secondary values, separated by a “/” slash, indicate the value while mounted.

Some powerful types are represented as multiple regular figures, e.g. a hero fights as four figures and a troll as six. Some of these, like heroes, require an equal number of simultaneous hits to be killed in combat. Others, like ogres, require that number of cumulative hits throughout the battle to be killed, indicated by an asterisk *. Other monsters, like treants, are even impervious to normal attacks (as opposed to fantastic attacks by other special figures). This is indicated by a hyphen under the Defend column, meaning that they cannot be killed by cumulative or simultaneous normal attacks. Special abilities include:

- | | |
|----------------------------------------------------|------------------------------------------------|
| A. Become invisible (halflings in foliage). | H. Transform into and command beasts. |
| B. See in darkness as if it were light. | I. Heal wounds in battle (trolls only). |
| C. Split move and fire. | K. Animate and command trees. |
| D. Add +1 morale to friendly units. | L. Transport an individual person. |
| E. Force enemy to check morale. | P. Cast fire or stones et cetera. |
| F. Detect hidden or invisible enemies. | Q. Immolate other figures by touch. |
| G. Paralyze other figures by touch. | R. Retreat upon failing an attack. |

Some entries double for other races, e.g. dwarves as gnomes or goblins as kobolds. These are indicated on the entry for the specific figure type.

Figure Type	Move	Charge	Fly	Range	Attack	Defend	Special	Page
Halflings	12"	—	—	15"	LF	LF	A	199
Pixies	9"	—	18"	—	LF	LF	A	202
Dwarves	6"	9"	—	—	HF	LF	B	196
Goblins	6"	9"	—	—	HF	LF	B	199
Elves	12"	—	—	18"	HF	HF	ABC	198
Orcs	9"	12"	—	15"	HF	HF	B	201
<u>Heroes</u>	12/18"	15/24"	—	18"	4 figures		DR	201
<u>Superheroes</u>	12/18"	15/24"	—	21"	8 figures		DEFR	202
<u>Wizards</u>	12/30"	—	—	24"	2AF/2MC		ABDEPR	204
<u>Wraiths</u>	18"	24"	36"	—	2MC	—	BDEFGR	205
<u>Ghouls</u>	9"	9"	—	—	LC	HC	BG	199
<u>Werebear</u>	9"	12"	—	—	AF	AF	BH	203
<u>Werewolf</u>	12"	18"	—	—	HF	HF	BH	203
<u>Ogres</u>	9"	12"	—	—	6HF	6HF*	B(I)	201
<u>(Trolls)</u>	6"	9"	15"	—	2HC	—	BQ	196
<u>Balrogs</u>	6"	6"	—	—	6AF	—	K	202
<u>Treants</u>	12"	18"	—	—	12HF	12HF*	BM	199
<u>Giants</u>	—	—	—	—	Special		—	197
<u>Elementals</u>	9"	15"	24"	—	4HC	—	BEFP	196
<u>Dragons</u>	—	—	48"	—	4LC	4HC*	EFL	202
<u>Rocs</u>								

COMBAT BETWEEN SPECIAL UNITS

To resolve conflict between the most significant figures of fantasy wars (not goblins!), refer to the table below and roll two dice. An equal score means that the defender must fall back by one move, whereas a greater score means they are killed.

Attacker	Defender						
	Balrog	Dragon	Elem.	Ghoul	Giant	Hero	Ogre
Balrog	7	11	11	4	8	4	6
Dragon	6	8	10	2	9	5	5
Elemental	10	10	11	2	9	4	7
Ghoul	12	12	12	8	11	9	9
Giant	9	9	10	4	9	6	6
Hero* Ogre	11	12	10	6	11	7	9
Roc	10	12	11	10	9	8	7
Superhero	12	12	12	5	10	5	6
* Treant	9	10	8	4	9	8	5
Werewolf	12	12	12	3	8	4	7
Wizard**	10	12	12	6	10	7	8
Wraith*	7	9	6	6	11	8	8
	10	12	7	11	12	8	9
Average	10	11	10	5	10	6	7

An asterisk * indicates that the figure may withdraw from combat if the attacker rolls less than the score necessary (which would otherwise have no effect).

A dagger † indicates that other magic-users are at lesser values, as indicated on p. 204; thus, a seer has no chance of killing a giant.

Attacker	Defender						Average
	Roc	S'hero	Treant	Werewolf	Wizard	Wraith	
Balrog	11	7	8	6	8	11	8
Dragon	8	8	6	4	10	7	7
Elemental	7	7	7	4	8	10	7
Ghoul	11	12	12	8	10	7	10
Giant	7	9	7	5	10	10	8
Hero* Ogre	10	10	12	8	11	11	10
Roc	9	11	11	8	11	12	10
Superhero	9	8	9	6	10	9	9
* Treant	8	8	11	8	9	8	8
Werewolf	11	7	7	4	10	10	8
Wizard**†	10	10	12	9	10	12	10
Wraith*	9	10	10	7	10	5	8
	10	10	12	9	12	7	10
Average	9	9	10	7	10	9	9

FANTASY FIGURE DESCRIPTIONS

BALORS

Mv. 6", Ch. 9", Att. 2HC, Def. —

The terrible lord of the demons. It can immolate any non-fantastic figure it touches on its move or during melee, and cannot be attacked by such figures.

DRAGONS

Mv. 9", Ch. 15", Fly 24, Att. 4HC, Def. —

All dragons can see well at night as in day. All troops within 15" must check morale, and the dragon can detect any hidden or invisible figures within this range. A dragon's breath weapon kills any type of figure it touches except for superheroes, wizards, or other dragons who all survive on a two-dice score of 7 or better. After breathing this way, the dragon must land and rest for one turn.

Dragons will immediately attack, in the following order of preference: other dragons, giants, rocs, trolls, elementals, and treants. Dragons need never check morale.

Red dragons breathe fire in a cone that has a diameter of 0.5" at the source and one of 3" at the other end which is 9" away. Blue dragons breathe lightning in the same way that a wizard uses the *Lightning* spell, except that their breath also extends for 9".

White dragons breathe an ice-cold cloud of air in the same shape as the red dragon's fire breath except it is only 4" long.

DWARVES & GNOMES

Mv. 6", Ch. 9", Att. HF, Def. LF

Since these folk live underground, they can fight at night and day. They are difficult to hit by clumsy big monsters like ogres, giants, and so on, so only one-half normal kills. Dwarves hate goblins such that if there are any nearby, dwarves will attack them first.

ELEMENTALS*All attributes are subtype-specific.*

Actual elementals can only be conjured up by a wizard, although this category may also count spirits like djinni et cetera. There are four types of elementals:

- ◆ **Air Elemental:** Fly at a rate of 24", attack as 4LC, are impervious to normal attacks, and add 2 pips against figures in the air.
- ◆ **Earth Elemental:** Move at a rate of 6", attack as 4HC, are impervious to normal attacks, and add 1 pip against figures on the ground.
- ◆ **Fire Elemental:** Move at a rate of 12", attack as 4MC, are impervious to normal attacks, and add 2 pips against figures that also employ fire such as red dragons or wizards that can cast flame.
- ◆ **Water Elemental:** Move at a rate of 6" (or 12" in the water), and must remain within 6" of water at all times. They attack as 4LC on land or as 4HC while in the water. They are impervious to normal attacks, and add 2 pips when fighting from or within 3" of a river or lake.

ELVES & FAIRIES**Mv. 12", Rng. 18", Att. HF, Def. HF**

Elves may split-move to shoot arrows despite moving on foot. However, mounted elves cannot do this because they are not used to horse-riding. Invisible elves cannot attack—or be attacked, for that matter, unless their opponent has some ability to detect them—but they can reveal themselves and attack on the same turn. Elves also have (limited) attack capabilities against some fantastic figures, detailed below.

Opponent	Special Ability
Goblins	Add 3 dice for mass combat.
Orcs	Add 2 dice for mass combat.
Heroes	Kill on a score of 9.
Superheroes	Kill on a score of 11.
Wizards	Kill on a score of 10.
Wraiths	Kill on a score of 8.
Ghouls	Kill on a score of 6.
Werewolf	Kill on a score of 9.
Ogres	Kill on a score of 7.
Giants	Kill on a score of 10.

GHOULS & WIGHTS**Mv. 9", Ch. 9", Att. LC, Def. HC**

Despite fighting with the statistics of horse units, these figures actually move on foot. They cannot be harmed by regular missiles, can see in darkness as in light, and must subtract 1 pip from all rolls while under the sun. Any other type of figure it touches will become paralyzed for one turn, although the figure will have the opportunity to strike at the ghoul before becoming paralyzed.

GIANTS**Mv. 12", Ch. 18", Att. 12HF, Def. 12HF (Cumulative)**

These massive folk fight as 12 heavy foot with an extra die for their huge weapons, and they defend as 12 armored foot. They must take 12 cumulative hits before being killed by missiles or melee. Giants also act as mobile, small catapults with a range of 20" and without a minimum range restriction. They can move on turns they don't throw stones. Finally, they never need to check morale.

GOBLINS & KOBOLDS**Mv. 6", Ch. 9", Att. HF, Def. LF**

Being the natural enemy of dwarves, a goblin will automatically attack any dwarf it sees. They can see well in darkness, but subtract 1 pip from their attack and morale dice while fighting in the full daylight.

HALFLINGS**Mv. 12", Rng. 15", Att. LF, Def. LF**

These little ones are excellent at hiding and blending into the environment, which makes them great scouts. They can hurl a stone as far as an archer can shoot an arrow, and two halflings count as three archers when using the missile fire resolution table.

HEROES **Mv.** 12/18", **Ch.** 15/24", **Rng.** 18, **Att.** 4 figures, **Def.** 4 figures

Heroes and anti-heroes have the fighting capabilities of four figures, although the exact type of figure they are depends on their arms and equipment. Thus a hero can take the form of four light foot figures or four heavy cavalry figures. They never check morale, and add 1 pip to the morale check of the unit accompanying them.

They are also the last figure in a unit that will be killed by regular missile fire or melee, but they may be attacked individually by other heroes or by creatures shown on the *Fantasy Combat* table. When one is attacked by regular units such as goblins or orcs, it takes four simultaneous and successful hits to kill them.

Finally, when a hero shoots a dragon with a bow, they kill it on a score of 10 or better when rolling two dice. They add 1 pip to the score if using an enchanted arrow. Rangers are heroes with 1 pip on attack dice.

OGRES & TROLLS**Mv. 9", Ch. 12", Att. 6HF, Def. 6HF (Cumulative)**

Ogres are somewhere between humanfolk and giants. They can be killed by an elf in three hits, or by a hero type (or with a magical weapon) in one hit. Otherwise, they require six cumulative hits to be killed.

Trolls can only be killed in fantastic combat by another special fantasy figure, and they need never check morale. Use the table below for what scores are necessary for other figures to defeat a true troll.

Opponent	Kill Scores
Elemental	6
Giant	10
Hero	10
Magical weapon	8
Superhero	8

ORCS**Mv. 9", Ch. 12", Rng. 15, Att. HF, Def. HF**

Orcs react to light as goblins do. They also quarrel with each other, and you can assume that if there are two units of orcs, they hail from different nations or bands. Thus if two units of orcs approach each other during a charge, and they do not melee with a common enemy, there is a $\frac{3}{6}$ chance that they will fight each other.

There are also giant orcs which fight as armored foot and have a PV of 2.5.

PIXIES & SPRITES**Mv. 9", Fly 18", Att. LF, Def. LF**

These creatures are very small, and they can become invisible in battle as the elves do except that they remain invisible even while fighting. They do not take any casualties during the first round of a melee, but afterwards their attackers are able to perceive the invisible pixies by their slight shadows.

Rocs**Fly 48", Att. 4LC, Def. 4HC (Cumulative)**

This category may also include griffons and wyverns and other special flying creatures. Like superheroes, they cause enemies within a distance equal to their charge move to check morale. They can also detect hidden enemies within 48", but not invisible ones. They can transport a human-sized figure for up to 36". Rocs do not check morale.

SUPERHEROES**Mv. 12/18", Ch. 15/24", Rng. 21", Att. 8 figures, Def. 8 figures**

These figures are twice as powerful as regular heroes. When one approaches an enemy unit within their charge movement, that unit must check morale. Superheroes can also kill a dragon on a two-dice score of 8 or better, adding 1 pip with an enchanted arrow.

TREANTS**Mv. 6", Ch. 6", Att. 6AF, Def. —**

Treants can animate up to two trees within 6" and command them in battle, as if they were also treants that moved at half-speed. They are most vulnerable against fire, so their opponents may attempt to set them aflame and thereby defeat them. Most units need a two-dice score of 10 or better, heroes need 9, and superheroes need 7.

WEREBEAR**Mv. 9", Ch. 12", Att. AF, Def. AF**

This sort of werewolf can summon bears to fight on its side. Within 6" of a woods, their fighting capability is doubled. It takes four simultaneous hits to kill a werebear, but a magic weapon reduces this count to one.

If "werewolf" (the root "were-" meaning "male") seems like a less intuitive term than "lycanthrope" (the root "lyc-" meaning "wolf"), consider at least that not all werewolf are wolves whereas most characters in this book are assumed to be men.

WEREWOLF**Mv. 12", Ch. 18", Att. HF, Def. HF**

These are the more famous cousins of the werebears, possessing the same powers but they summon wolves instead of bears.

WIZARDS**Mv.** 12/30", **Rng.** 24", **Att.** 2AF/2MC, **Def.** 2AF/2MC

There are five levels of wizardry, and they differ with respect to their abilities and value. The Minus column indicates how any magic-user's fantastic combat or spell roll will be modified based on that figure's level. The Dodge column indicates what two-dice score that level of magic-user must meet to dodge a magical missile cast by another wizard.

Level	Minus	# Spells	Range	Dodge	Morale	Points
Seer	-4	1	24"	11	20	50
Magician	-3	3	36"	10	25	70
Warlock	-2	4	48"	9	30	80
Sorcerer	-1	5	60"	8	40	90
Wizard	0	6 or 7	Infinite	7	50	100

A wizard can either cast a fire ball (with the hit area of a large catapult) or a lightning bolt ($\frac{3}{4} \times 6"$, effect of impact as a heavy field gun). The range of either missile is 24". They will kill any figure, with some fantastic exceptions:

Opponent	Result of Missile	Opponent	Result of Missile
Hero	Saved on score of 9+	Wraith	Saved on score of 7+
Superhero	Saved on score of 6+	Dragon	Driven back 1 move
Giant	Saved on score of 9+ or driven back 1 move on 5-8	A/E Elemental	Fire drives back 1 move
		F/W Elemental	Ltng. drives back 1 move

In order to cast a spell, a wizard must be stationary and not hit by any attack that turn. Each spell has a two-dice score in parentheses (equal to level + 2) in order to cast it on the next turn. If the dice roll greater than that number, the spell is cast immediately. The roll is modified by caster level; thus, a seer must roll 10 (6 + 4) to cast *Confuse*.

1. Darkness (3): The battlefield gradually becomes pitch black over three turns.

1. Light (3): Dispel darkness within 24" of the casting unit.

2. Detection (4): Detect enemies or spells hidden by an equal or lesser wizard.

2. Illusion (4): Cause a phantasmal creature to appear for up to four turns.

2. Levitate (4): Float up to 6" for six turns. Propulsion necessary to move.

3. Haste (5): Cause up to 20 figures to move at 150% speed for three turns.

3. Invisibility (5): Cause a unit of any type to become hidden on the battlefield.

3. Protection from Evil (5): Prevent evil units from coming within 6".

3. Slow (5): Cause up to 20 figures to move at half speed for two turns.

4. Confuse (6): Cause a unit to act exactly opposite to their orders for one turn.

4. Hallucinatory Terrain (6): Cause false terrain features to appear.

4. Polymorph (6): Transform into anything up to the size of a giant.

5. Cloud of Death (7): Create a 3 × 6 × 3" cloud that kills normal units. Moves 6".

5. Conjure (7): Conjure an elemental, which will attack its maker if distracted.

6. Anti-Magic Field (8): Prevents spells from penetrating within 5" for six turns.

6. Move Terrain (8): Shift around hills and other terrain features.

WRAITHS

Mv. 18", Ch. 24", Fly 36", Att. 2MC, Def. —

These ghostly figures are impervious to all attacks except those made by magical arms or by other special figures.

MAP EFFECTS

To create a map, take twenty 3 × 5" index cards and illustrate them as follows.

- | | | | |
|------------------|------------------|------------------|------------------|
| ◆ 2 river tiles. | ◆ 1 pond tile. | ◆ 2 woods tiles. | ◆ 4 hills tiles. |
| ◆ 1 marsh tile. | ◆ 1 gulley tile. | ◆ 1 rough tile. | ◆ 8 blank tiles. |

Each side draws up to four cards, the weaker side getting the first pick, and then places each terrain 'tile' wherever they like.

Terrain impacts unit movement and action. Refer to the topmost table on the opposite page, and note that the effects of terrain can double as manmade obstacles; e.g., a ditch and rampart can be treated as hilly terrain.

WEATHER

If the local weather is unknown, you may determine the initial weather by rolling a die and referring to the topmost rows of the lower tables on the opposite page.

Every other turn of the ensuing battle, cast the die again to see how the weather there continues to develop. An arrow indicates that the weather changes from one state to another, e.g. the "Clouds Appear →" event indicates that the weather changes from clear to cloudy, and so on the next roll the cloudy table will be used.

Underlined events signify special conditions of the battlefield due to harsh weather.

When there is excess heat, fatigue is doubled and there is a greater chance of fire in dry grass or woods (this only applies during the summer. When there are three consecutive turns of heavy rain, the terrain becomes muddy and so all movement is halved.

Terrain	Effects Upon Movement
Hills	50% slower movement except downhill. No charge moves.
Woods	As hills, but no troop formations allowed.
Marsh	As hills, but no artillery or other machinery allowed.
Rough Ground	No charge moves.
River	Requires 6" of movement to cross. No charge moves.
Stream	Requires troops to halt before passing (1 turn). No charge moves.

1-6	Clear (1-3)	1-6	Cloudy (4-5)	1-6	Rainy (6)
1	<u>Excess Heat</u>	1	← Sky Clears Up	1	← Clouds Calm
2	—	2	—	2	← Clouds Calm
3	—	3	—	3	—
4	—	4	—	4	—
5	—	5	—	5	<u>Heavy Rain</u>
6	Clouds Appear →	6	Begins to Rain →	6	<u>Heavy Rain</u>

GLOSSARY & INDICES

MONSTERS INDEX

Animals	8, 46, 49, 63, <u>64</u> , 108-9, 134, 138-9, 148
Baleogs	8, 61, <u>64</u> , 84, 108, 133, 135, 139, 141, 153, 193-96
Bandits	59, <u>78</u> , 79, 95, 132, 135
Basilisks	61, <u>64</u> , 66, 125, 133, 139, 141
Berserkers	59, <u>79</u> , 82, 132, 138
Black Pudding	63, <u>65</u> , 76
Brigands	59, <u>78</u> , 95, 138
Buccaneers	59, <u>79</u> , 95, 138
Centaur	8, 62, <u>66</u> , 140
Chimerae	8, 61, <u>66</u> , 133, 139, 141, 153
Cockatrices	61, <u>66</u> , 93, 133, 139, 155
Djinni	62, <u>66</u> , 71, 110-1, 113, 135, 193
Dragons	8, 14, 27, 61, 66, <u>67-9</u> , 70, 84, 86, 99, 108-9, 125, 133, 135-7, 139, 143, 155, 171, 193-6, 192-3, 196, 198, 200
Dragon Turtle	61, <u>70</u> , 139
Dryads	8, 62, <u>71</u> , 141
Dwarves	4, 6, 8, 12, 62, <u>71</u> , 75, 105, 128, 139, 150-1, 171, 192-3, 196
Efreets	62, <u>71</u> , 114-5, 135
Elementals	40, 62, 66, <u>72</u> , 93, 106-7, 112, 114-5, 135, 155, 171, 193-97, 201, 204-5
Elves	4, 6, 8, 12, 45, 62, <u>73</u> , 74, 128, 140, 150-1, 171, 193, 198, 201-202
Gargoyles	8, 20, 61, <u>74</u> , 133, 143, 155
Ghouls	8, 47, 60, <u>74</u> , 132, 133, 171, 193-95, 199

MONSTERS INDEX

Giants.....	8, 54, 59, 66, 71, <u>74</u> , 93, 105, 108-9, 113, 115-6, 133, 140, 143, 163, 171, 193-96, 198-9, 201, 204
Gnolls.....	6, 8, 59, <u>75</u> , 132, 140
Gnomes	6, 8, 62, <u>75</u> , 140, 192, 196
Goblins ...	6, 8, 58, 59, 71, <u>75</u> , 77, 81, 84, 105, 130, 132, 140, 171, 192-3, 196, 198-201
Gorgons.....	8, 61, <u>76</u> , 133, 141
Gray Ooze	63, <u>76</u>
Green Slime	63, <u>76</u>
Griffons.....	63, <u>76</u> , 133, 135, 141, 143, 202
Halflings	4, 6, 8, 128, 171, 192-3, 199
Hippogriffs.....	8, 63, <u>77</u> , 99, 135, 138, 143, 155
Hobgoblins.....	6, 8, 59, 75, <u>77</u> , 132, 139
Horses.....	17, 18, 51, 63, 66, 76, <u>77</u> , 79, 86, 89, 114, 135, 142-3, 151
Humanfolk.....	3-5, 8, 12-3, 30, 37, 43, 45, 53, 58-9, 66-7, 71, 74, <u>78-9</u> , 81-2, 86, 89, 91, 95, 108-9, 111-2, 116, 126, 151, 201-202
Hydra	8, 61, <u>80</u> , 133, 139
Invisible Stalkers.....	44, 62, <u>81</u> , 133
Kobolds	6, 8, 59, <u>81</u> , 105, 132, 140, 192, 199
Lycanthropes.....	8, <u>60</u> , 99, 106-7, 133, 140, 143, 171, 198, 203
Manticores.....	8, 61, <u>81</u> , 133, 139, 141, 143, 155
Medusae	8, 61, 76, <u>81</u> , 133, 141
Merfolk	<u>82</u> , 138, 139
Minotaurs.....	8, 62, <u>82</u> , 133, 141
Mules	17, 63, <u>77</u>

GLOSSARY & INDICES

Mummies	8, 47, 60, <u>82</u> , 124, 133, 140
Nixies.....	8, 62, <u>83</u> , 133, 139
Nomads	59, <u>79</u> , 95, 138
Ochre Jelly	63, 65, <u>83</u> , 132
Ogres	8, 58-9, 71, 77, <u>83</u> , 84, 89, 115-6, 133, 140, 143, 171, 192-96, 198, 201
Orcs.....	6, 8, 59, <u>84</u> , 132, 140, 151, 171, 193, 198-200
Pegasi	8, 63, 77, <u>86</u> , 99, 135, 139, 155
Pirates	59, <u>79</u> , 95, 138
Pixies	8, 62, <u>86</u> , 141, 171, 193, 202
Purple Worms	8, 61, <u>86</u> , 87, 133
Rocs	8, 63, <u>86</u> , 99, 133, 135, 139, 143, 155, 171, 193-96, 202
Sea Monsters	8, 63, <u>87</u> , 133, 139
Skeletons	40, 47, 60, <u>88</u> , 93, 132, 140
Spectres	8, 47, 60, <u>88</u> , 133, 140, 143, 155
Treants	8, 51, 62, <u>89</u> , 99, 140, 143, 171, 192-96, 202
Troglodytes.....	59, <u>79</u> , 138
Trolls.....	8, 5-9, 71, 75, 84, <u>89</u> , 99, 110, 133, 140, 143, 171, 192-96, 201
Unicorns.....	8, 62, <u>89</u> , 141
Vampires.....	8, 47, 60, <u>90</u> , 125, 133, 140, 143, 155
Werebears	60, <u>91</u> , 124, 140, 193, 203
Wereboars	60, <u>91</u> , 140
Weretigers	60, <u>91</u> , 140
Werewolves	60, <u>91</u> , 140, 193, 203
White Apes	133, 141, 143

MONSTERS INDEX

Wights.....	8, 47, 60, <u>92</u> , 132, 140, 198-9
Wraiths.....	8, 47, 60, <u>92</u> , 133, 140, 155, 171, 193-95, 198, 204-5
Wyverns.....	8, 61, <u>92</u> , 133, 139, 143, 155, 202
Yellow Mold.....	63, <u>94</u>
Zealots.....	59, <u>79</u> , 95, 139
Zombies.....	40, 47, 60, <u>92</u> , 132, 140

GLOSSARY & INDICES

SPELLS INDEX

Animate Dead	29, <u>40</u>
Anti-Magic Field.....	29, <u>44</u> , 106, 205
Bless	46, <u>49</u>
Charm Monster	29, <u>36</u>
Charm Person.....	28, <u>30</u> , 36, 83, 99, 108
Clairaudience.....	28, <u>34</u> , 101, 109, 115
Clairvoyance.....	28, <u>34</u> , 101, 109
Cloud of Death.....	29, <u>40</u> , 205
Commune	46, <u>52</u>
Confusion.....	29, <u>36</u>
Conjure Elemental.....	29, <u>40</u> , 72
Contact Higher Plane.....	29, <u>41</u>
Continual Light.....	28, <u>32</u> , 46, <u>50</u> , 112
Control Weather.....	29, <u>44</u>
Create Food.....	46, <u>52</u>
Create Water	46, <u>51</u>
Cure Disease	46, <u>50</u> , 76
Cure Wounds (+)	46, <u>48</u> , <u>51</u> (+), 108
Death Spell.....	29, <u>44</u>
Detect Evil	28, <u>32</u> , 46, <u>48</u> , 101
Detect Invisible.....	28, <u>32</u>
Detect Magic	28, <u>30</u> , 46, <u>48</u>
Detect Thoughts.....	28, <u>32</u> , 34, 101, 109, 115

SPELLS INDEX

Dimension Door	29, <u>36</u> , 89
Disintegrate	29, <u>44</u>
Dispel Evil.....	46, <u>52</u>
Dispel Magic.....	28, 30, <u>34</u> , 52, 81, 83
Feeblemind.....	29, <u>42</u>
Find Traps	46, <u>49</u>
Finger of Death.....	46, <u>53</u> , 110, 114
Fire Ball.....	26, 28, <u>34</u> , 35, 108, 112, 113, 117, 129, 204
Fire Wall	29, <u>36</u> , 37, 71
Fly	28, <u>34</u> , 101, 109
Geas	29, <u>44</u> , 122, 140
Growth of Animals.....	29, <u>42</u>
Growth of Plants	29, <u>37</u>
Hallucinatory Terrain.....	29, <u>37</u> , 205
Haste Spell	28, <u>35</u> , 205
Hold Monster	29, <u>42</u>
Hold Person	28, <u>34</u> , 42, 46, <u>49</u>
Hold Portal	28, <u>30</u>
Ice Wall.....	29, <u>37</u> , 42
Infravision.....	28, <u>35</u>
Insect Plague.....	46, <u>52</u>
Invisible Stalker	29, <u>44</u> , 81, 133
Invisibility (10')	28, <u>32</u> , <u>35</u> (10'), 109, 111, 113, 205
Iron Wall	29, <u>42</u>

GLOSSARY & INDICES

Knock.....	28, <u>32</u> , 33
Levitate.....	28, <u>32</u> , 101, 109, 114, 115, 205
Light.....	28, <u>30</u> , 46, <u>48</u>
Lightning Bolt.....	26, 28, <u>35</u> , 76, 83, 112, 113, 117, 129, 204
Locate Object	28, <u>33</u> , 46, <u>50</u> , 99
Lower Water	29, <u>45</u>
Magic Jar	29, <u>42</u>
Massmorph.....	29, <u>37</u>
Move Earth	29, <u>45</u>
Neutralize Poison	46, <u>51</u>
Part Water	29, <u>45</u>
Passwall	29, <u>43</u> , 113
Phantasmal Forces.....	28, <u>33</u> , 112, 205
Polymorph Others	29, <u>37</u>
Polymorph Self.....	29, 37, <u>38</u> , 109
Project Image.....	29, <u>45</u>
Protection From Evil (10')	28, <u>30</u> , <u>35</u> (10'), 46, <u>48</u> , <u>51</u> (10'), 205
Protection From Missiles.....	28, <u>35</u>
Purify Food & Water	46, <u>48</u>
Quest.....	46, <u>52</u> , 140
Raise Dead	46, <u>53</u>
Read Languages.....	28, <u>31</u>
Read Magic.....	28, <u>30</u> , 31, 100
Reincarnation	29, <u>45</u>

SPELLS INDEX

Remove Curse.....	46, <u>50</u>
Sleep	28, <u>31</u>
Slow Spell.....	28, <u>35</u> , 205
Speak with Animals.....	46, <u>49</u>
Speak with Plants	46, <u>51</u>
Sticks to Snakes.....	46, <u>51</u>
Stone to Flesh.....	29, <u>45</u>
Stone Wall	29, <u>43</u>
Telekinesis.....	29, <u>43</u> , 101, 110-1, 112
Teleport	29, 36, <u>43</u> , 101, 115-6
Transmute Earth	29, <u>43</u>
Water Breathing	28, <u>35</u>
Wizard Eye	29, <u>38</u>
Wizard Lock	28, <u>33</u>

GLOSSARY & INDICES

TABLES INDEX

Aerial Combat Flight Classes.....	155
Aerial Combat Hit Locations.....	157
Alignment	8
Artifact Consequences	118
Bandit Unit Composition.....	78
Castle Construction Costs.....	148-9
Castle Employee Costs	151
Charisma & Hirelings	12
Cleric Spells Table	46
Cleric Statistics	23
Constitution & Survivability.....	11
Contact Higher Plane.....	41
Curses.....	107
Dragon Maturity	67
Dragons.....	68-9
Encumbrance & Movement	18
Equipment Costs.....	16-7
Equipment Weights.....	18
Fighter Statistics.....	21
Giant Kinds	74
Hireling Loyalty & Morale.....	14
Horses & Mules	77
Mage Spells Table	28-9

TABLES INDEX

Mage Statistics	22
Magic Armor	103
Magic Items & Treasure Maps.....	96
Magic Items, Misc.	114
Magic Item Categories	97
Magic Item Saving Throw Scores.....	117
Magic Potions	108
Magic Rings.....	110
Magic Scrolls	106
Magic Swords	98
Magic Sword Contention Effects.....	103
Magic Sword Contention Rate.....	102
Magic Sword Intelligence.....	100
Magic Sword Languages	101
Magic Sword Powers	101
Magic Sword Superpowers	101
Magic Wands & Staffs.....	105
Magic Weapons, Misc.	105
Magical Manufacture.....	54
Metals, Gems, & Jewels	121
Monster Recruiting.....	13
Monster Reference Table	59-63
Nautical Combat, Crewmates.....	164
Nautical Combat, Drowning	165

GLOSSARY & INDICES

Nautical Movement.....	159
Nautical Movement Cost	159
Nautical Wind Direction.....	159
Nomad Unit Composition	75
Orc Leaders.....	84
Prime Requisite Scores.....	10
Saving Throw Scores.....	27
Time Records.....	166
To-Hit Armor Class Scores.....	25
Treasure Classes.....	95
Turn Undead.....	47
Underworld Encounters.....	131
Underworld Monsters.....	132-3
Underworld Treasures.....	125
Wilderness Castle Occupants	141
Wilderness Events	144
Wilderness Monsters	138-41
Wilderness Evasion	144
Wilderness Movement Rates.....	135
Wilderness Terrain Costs	135

TABLES INDEX

CHAIN OF COMMAND

Cavalry Charge Morale Check	183
Cannon Fire.....	177
Elf Abilities	198
Fantasy Unit Abilities	192
Fantasy Units.....	193
Fantasy Units, Special	194
Joust Stances.....	189
Joust Tournaments	189
Morale & Point Values.....	171
Mass Combat Units	173
Mass Melee.....	181
Mass Missile Fire.....	179
Morale After Casualties	181
One-on-One Missile Fire.....	184
One-on-One Melee	185
Siege Defense & Damage	190
Terrain Movement Effects.....	207
Troll Kill Scores	201
Weather.....	207
Wizard Levels	204
Wizard Missiles	204
Wizard Spells.....	205